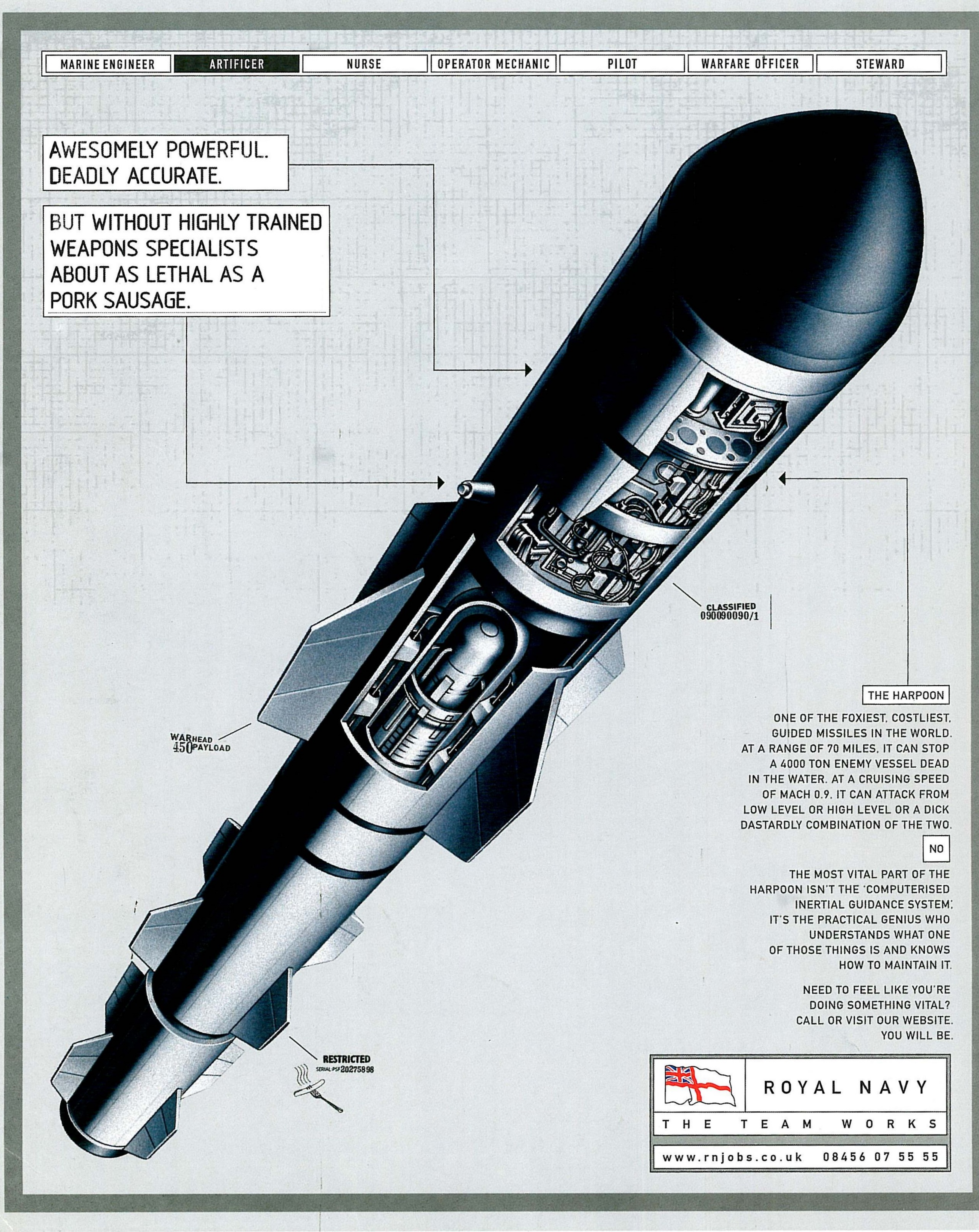


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Mario Party 3 p48
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STAR WARS
BATTLE FOR NABOO
Factor 5 reveal the game's secrets in an exclusive chat with N64!
PLUS! planet GAME BOY
GAME BOY ADVANCE p27
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MARINE ENGINEER
ARTIFICER
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PILOT
WARFARE OFFICER
STEWARD
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DEADLY ACCURATE.
BUT WITHOUT HIGHLY TRAINED WEAPONS SPECIALISTS ABOUT AS LETHAL AS A PORK SAUSAGE.
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RESTRICTED
SERIAL-PSF20275898
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THE MOST VITAL PART OF THE HARPOON ISN'T THE 'COMPUTERISED INERTIAL GUIDANCE SYSTEM'. IT'S THE PRACTICAL GENIUS WHO UNDERSTANDS WHAT ONE OF THOSE THINGS IS AND KNOWS HOW TO MAINTAIN IT.
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THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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Next issue on sale Wednesday 14th March
To find out why it's going to be fantastic, jump to



WELCOME TO N64 MAGAZINE

At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



Don't listen to 'em!

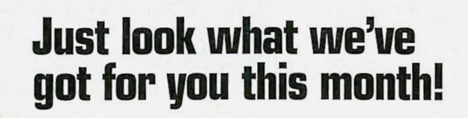
So, if you believe what everyone else is saying, the N64's slumped at death's door, doorbell-finger at the ready? Well, we're not so sure about that, because over the last few weeks the news trickling through to us has been pretty good.

First up, THQ told us that they'll be bringing *Star Wars: Battle for Naboo and Indiana Jones* to the UK later in the year – hopefully we'll see them on the shelves some time in Autumn. To celebrate, we sent Mark off to meet the developers, Factor 5, in the States, and they were more than willing to spill the beans about their forthcoming blockbusters. Read everything they had to say, and our first-hand impressions of the games, starting on page 20.

Only days later, Nintendo announced plans for an *all-new* N64 title. Okay, so it's only an update of a NES and SNES title, but *Dr Mario 64*, a *Tetris*-style puzzler, is further confirmation that Nintendo haven't given up on the N64 – *and*, if the rumours are true, it'll be cheaper than your average N64 cart. Flick straight to page 9 to see the very first screenshots.

Right, I've run out of space, so on that positive note I'll leave you to get on with the issue. Have a great month!

Andrea Ball
EDITOR



Just look what we've got for you this month!

p35 WIN £1,000 OF GB GOODS! *We've got 90 prizes up for grabs in this huge giveaway! Don't miss out!*

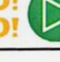
p58 MAJORA'S MASK *Eight pages of tips to help you find absolutely everything!*

p20 STAR WARS *Battle for Naboo's on its way to the UK – and we've played it!*

p38 POKÉMON PUZZLE LEAGUE *Ninty's monster puzzler gets a UK review!*

p27 GAME BOY ADVANCE *Final colours unveiled and a slew of new games!*

p44 POKÉMON STADIUM G/S *More monsters, more eye-watering 3D battles. Read the first review!*

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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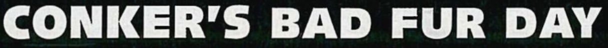


N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

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CONKER'S BAD FUR DAY

All-new shots of Rare's X-rated swear-'em-up! Younger viewers may find these pages disturbing...

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BATTLE FOR NABOO INDIANA JONES



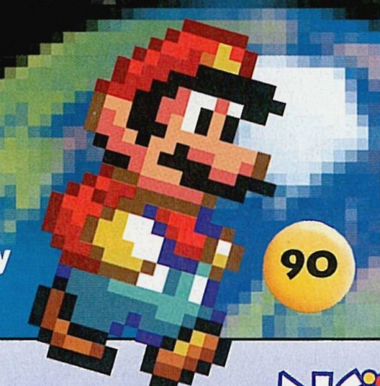
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N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16! **GO! GO!**



Conker's a cute hero after all.

Oh, I don't know, Conker. You're very pretty to look at.

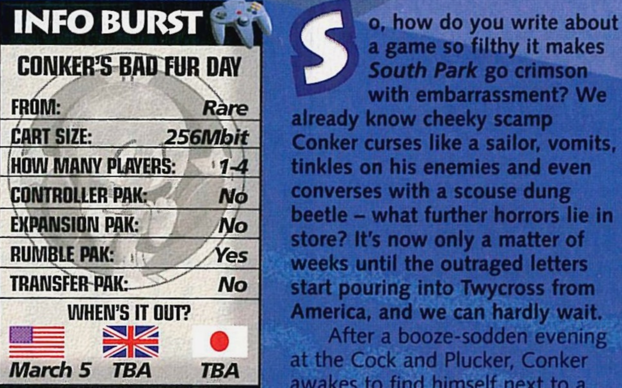
Greg the Grim Reaper's helium northern accent is hilarious.

The facial expressions and lip-syncing have come on in leaps and bounds. Gamecube approaches...

Look familiar? Thought so. This Matrix section is fun and funny. Hooray!

Er, oh. Let's hope our filthy minds are wrong.

CONK BAD



INFO BURST

CONKER'S BAD FUR DAY	
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?		
US	UK	Japan
March 5	TBA	TBA

ANTICIPATION RATING

So, how do you write about a game so filthy it makes *South Park* go crimson with embarrassment? We already know cheeky scamp Conker curses like a sailor, vomits, tinkles on his enemies and even converses with a scouse dung beetle – what further horrors lie in store? It's now only a matter of weeks until the outraged letters start pouring into Twycross from America, and we can hardly wait.

After a booze-sodden evening at the Cock and Plucker, Conker awakes to find himself next to a scarecrow, who tells him about the 'B' pads that are crucial to most of the game's puzzles. Their function changes with each situation, from allowing him to pull out some TNT and remove an irksome boulder to giving him confidence pills so he can dive into an enormous pile of odorous excrement.

Typical *Conker* humour. In one section you need to lead a bull into smashing targets that open gates to let cows out. You turn on a handy prune-juice dispenser which acts as a laxative on the cows who then fill up a large hole with their fluid 'doings'. This, in turn, pleases some dung beetles, who are a bit short of the smelly stuff. Similar logic problems are interspersed with action sequences: riding a dinosaur to make it nibble an oversized

"There's a bomb on the bus." Oh, hang on. Wrong film. Duh...

Let's say Conker won't shy away from excessive violence.

Conker's negotiated an infinite-lives deal with old Mister Death himself.

This fella could easily have come from one of those Disney-licensed games.

With this lie to his girlfriend, the trouble starts – Conker's calling from the pub.

Yowser! Yes, those rings are being drawn in real time.

The multiplayer is an enjoyable bout of swearing and shooting.

ER'S FUR DAY

harsh but fur

caveman's sensitive parts, for instance. More sophisticated humour comes from a number of movie parodies: Saving Private Ryan comes in for a spoofing, as does the excellent lobby shootout from The Matrix. Even Jaws gets a pasting.

MASTERY ***Conker curses like a sailor, vomits, tinkles on his enemies and even converses with a scouse dung beetle.***

All of this would be a little pointless were it not for some first-rate programming and gameplay. As some of these screenshots show, the visuals hold up very well: they're among the finest the N64 has to offer, and that's without the benefit of an Expansion Pak. We'll also be treated to some thoroughly impressive tunes, from a crystal-clear orchestral score to some kickin' dance music as Conker makes his way through a club.

What's more, there's a slew of multiplayer minigames bolted on. Well, six to be precise. The Beach, far from being a young Leo DiCaprio's tale of self-discovery in balmy climes, is a take-off of the particularly graphic opening sequence of Saving Private Ryan. Four players divide into two teams: the Frenchies and the Tedizs, with the Frenchies attempting to reach a hilltop fortress without being blasted by the Tedizs who await with large, menacing firearms. Add another *eight* bots, *Perfect Dark*-style, and you have a slice of entertaining gaming. Remember, this multiplayer is essentially just an add-on to the main quest, and Rare have managed to shoehorn in the same number of bots without resorting to using an Expansion Pak.

There's also a racing minigame where you ride some jet-propelled hoverboards, and you'll even get the opportunity to hop into a tank in a game called, er, 'Tank' as you collect objects and ferry them back to your part of the battlefield. These minigames work well, much as they do in *Banjo-Tooie*, but the game really shows its pedigree in the stellar single-player mode.

Rest assured, we'll have plenty more on the delights of *Conker's Bad Fur Day* next issue as its release date creeps ever closer... 

TO BE CONTINUED... Expect an import review of *Conker's BFD* in **N64**/54. Oh yes.

PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMP TO ▶ NEW GOODS p11 RETROWORLD p12 POKÉMON CLUB p13 PREVIEWS p16

100 games for Gamecube!

Next-gen machine flooded with software.

There are just 100 days until playable Gamecube games appear at the E3 show in Los Angeles. And that ties in nicely with **N64**'s discovery that at least *100* games are in development around the globe for Nintendo's next-generation console.

In the last four weeks alone, almost 20 games have joined the roster of titles likely to arrive within months of Gamecube's launch, the most exciting of which is a rumoured sequel to *1080° Snowboarding* from *Excitebike* supremos Leftfield. Elsewhere, a video of *Turok 4* is reportedly doing the rounds at Acclaim HQ; Camelot – the *Mario Golf* and *Tennis* team – are planning at least one Gamecube RPG; survival horror specialists Capcom are in the works with a *Resident Evil 4* to follow the GC-exclusive *Resi 0*; and titles featuring characters as diverse as Mickey Mouse, Lego Technics robots and the 64DD's Doshin the Giant are all underway.

In fact, there's barely a developer on the planet who *isn't* working on Gamecube. Rumours claim that over 500 development kits were delivered to coders just before Christmas, and since then, Metrowerks have put the finishing touches to the first GC version of 'CodeWarrior', a set of tools that enables pain-free programming of games. By contrast, developers for Microsoft's XBox – which you can read more about on the opposite page – have yet to receive finished dev kits, making a mockery of Bill Gates' affirmation that the black box of tricks and its launch titles will be ready for sale around the same time as Gamecube.

△ *The quirky* Doshin the Giant *could be headed for GC.*

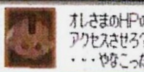
Even more excitingly, the Japan and US launch dates look almost certain to stick. An unnamed design company in America is already hard at work on 'point of sale' materials – the cardboard display units, posters and dummy boxes that you'll see in your local Electronics Boutique in the run-up to launch day. One wild rumour even had Nintendo placing a Gamecube and controller on display in a New York toy store. Whether that's true or not, the fact that Nintendo's release dates are increasingly trustworthy makes a pre-Christmas appearance by NGC in the UK much more likely.

Mystery still surrounds exactly what Gamecube titles will be on show at May's E3 show in Los Angeles – we've been told anonymously by one developer that even they haven't been informed which games to have ready. We'll have all the news and rumours as those 100 remaining days race by.

CAPCOM'S CUBE

Normally it's up to Rare to include sneaky references to future Nintendo hardware in their games. But, this time, Capcom have stepped in. Take a *very* close look at this screenshot from the upcoming *Mega Man EXE* on Game Boy Advance – that's a purple Gamecube and its controller sitting on the floor of the young hero's room. Someone at Capcom's obviously a big fan of Nintendo's teensy box of tricks.





△ *Spotted it? It's just beneath the telly on the right there.*

SHORT CUTS

BAD AD

The Parents' Television Council have rapped Nintendo for a US television advert which features a young lad inexplicably stumbling upon his dad and grandad dressed in women's clothing. In a website article entitled "Rated 'T' for Transvestite", the PTC urge viewers to "take action!" against "this perverse advertisement". Can't wait to see what happens when they catch sight of *Conker's Bad Fur Day*.

CHEAP CHEAP

Just before Christmas, Nintendo of America added five more games to the growing roster of cheap Players' Choice titles available in the US. So why should you care that *DK64, Smash Bros, Pokémon Stadium, Pokémon Snap*, and – wait for it – *Perfect Dark* are now available at rock-bottom prices in the States? Because the likelihood is it won't be too long before they're all added to the UK's own £29.99 Players' Choice label. Whoop!

INSANE DRIVING

For reasons that completely escape us, Iomega – the folk most famous for bringing their Zip disks to home computers – have developed a hard disk for the N64. All we know is that the device plugs straight into the N64's cartridge slot, and you can store hordes of information on it – in a similar way to the hard disk you'd find in your PC or Mac. But what exactly you'd *want* to store on the disk, or how the N64 would be able to transfer data onto the elongated cartridge-shaped device, is a total mystery. Check out this pic – but don't bet on seeing the device arrive in the UK. Ever.





Brain surgery

Mario-based puzzling for the N64.



Just when you thought Nintendo's volatile N64 release schedule couldn't throw up any more surprises, *this* happens. *Dr Mario*, a popular NES puzzler from way back when, is on its way to the N64 in the form of the imaginatively-titled *Dr Mario 64*.

Dr Mario was one of the plethora of *Tetris* wannabes that appeared in the early '90s, and was developed by Nintendo itself. You started the game with a test-tube full of cute multi-coloured viruses, then dispelled them by matching them up with like-coloured pills that fell from the top of the screen. The N64 version – coming to us courtesy of a mystery developer – simply brings the game up-to-date with fancier visuals, though we'll bet good money on the addition of a 3D mode, à la *Pokémon Puzzle League*.

Dr Mario has a definite release date for the United States – April 7th – but Nintendo UK think it unlikely that the game will be landing in Blighty. Still, keep one eye on that release schedule…

Console wars

News from Nintendo's rivals.

While The Big N prepare their two new machines for the console wars, there have been fascinating developments in rival camps – including the industry-shaking news that Sega are about to wave the white flag.

According to Sega of Japan spokespersons, the company will cease production of the Dreamcast next month, and pull out of the hardware market entirely. There'll be no new Sega consoles, and the staff will instead concentrate on game development. And it doesn't end there. With Sega recently confirming they've got titles planned for Game Boy Advance, it's only a matter of time before they begin developing for Gamecube. Sonic the Hedgehog on a Nintendo console? Amazing stuff.

Meanwhile, at the January CES expo in Las Vegas, Bill Gates – accompanied by WWF star The Rock – finally unveiled his next-gen XBox console. The bulky black casing and Dreamcast-like joypad didn't go down too well with many – "That's the worst controller I've held in a long time," one developer said – and despite specifications that claimed to beat Gamecube, the two game demos shown barely matched the capabilities of PlayStation 2. Financial magazine Forbes delivered the most brutal blow, claiming that if Microsoft don't get their act together, XBox is "doomed".

We'll have more as the most exciting year in videogame history continues to unfold…



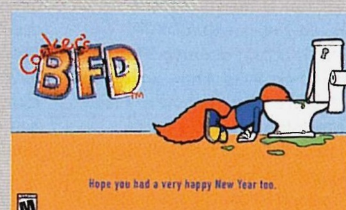
GO! GO!

SEGA BUNK-UP?

Rumours began to trickle in recently of an industry-shaking event: Nintendo planning to buy age-old rivals Sega, for anything up to $2 million. But no sooner had the New York Times printed the story than Sega demanded an apology for "the arbitrary publication of groundless statements", and Mr Yamauchi barked "there is absolutely no chance that Nintendo will buy Sega". So that's that. Or is it...?

NUT CRACKER

After their popular *Perfect Dark* and *Zelda* campaigns, Nintendo's marketing boffins in the US have already set to work on invading the national consciousness with the potty-mouthed *Conker's Bad Fur Day*. At the stroke of midnight on New Year's Eve, an electronic postcard was sent to everyone on Nintendo's mailing list, depicting a hungover Conker with his head down the toilet. It coincided with the game's new website (www.conker.com) swinging into action – head over there now to catch a glimpse of *Conker*'s X-rated action.

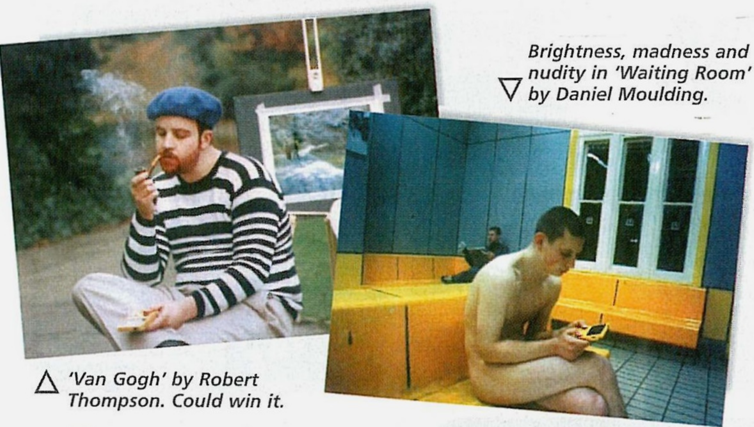


FIRST AND BEST

If our Bargain Hunters in Club **64** can't help you track down the games you want at rock-bottom prices, don't give up hope. Essex-based mail-order outfit Software First has an eye-widening selection of N64 and GB titles, all with such ridiculously attractive price tags that we're inclined to think someone at the company has lost their mind. Call them on 01268 531222, or visit their website at www.softwarefirst.com.

There are more **SHORT CUTS** on page 12





Brightness, madness and nudity in 'Waiting Room' by Daniel Moulding.

'Van Gogh' by Robert Thompson. Could win it.

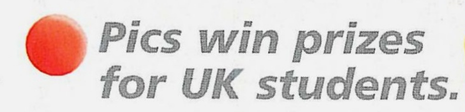
Game Boy cameras

Pics win prizes for UK students.

The disparate worlds of videogames and art have collided in spectacular fashion, courtesy of Nintendo and their evergreen Game Boy. Students from 23 UK universities have participated in a GBC-related photography competition, and 30 finalists are now headed for a share of £5,000 in prize money.

For the students involved, the aim was to pick one of the six Game Boy Color hues and their associated 'mood' (see our story on GB shoes last month) and "create an image that represents the aura of the corresponding colour". The photos above are the work of two of the camera-happy folk from De Montfort University who have made it into the final group. They've got a team of five judges to thank, which comprised Lynn Cullen – Picture Editor at The Independent newspaper – a Marketing Manager for camera-film manufacturers AGFA, Nintendo UK's own Shelly Friend, and others.

That panel will have just finished off the final judging by the time you read this, and there's a whopping £2,500 waiting for the first-prize winner – as well as a Game Boy Color and a collection of carts. We know which prize *we'd* rather have. (The money.)



Nintendo go online

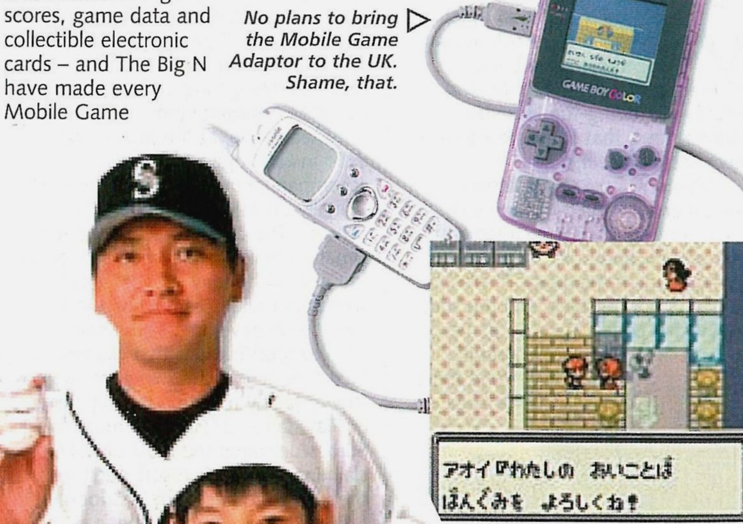
Mobile gaming and mobile phones combine.

Over in Japan, *Pokémon Crystal* for Game Boy has finally gone on sale – and its ability to link up to mobile phones has offered a sneaky glimpse at Nintendo's online plans for its next generation of consoles.

Pokémon Crystal is little more than a slightly rejigged and tweaked version of *Gold/Silver*. But by using the new Mobile Game Adaptor, Japanese Pokémaniacs can plug their GB into a cellular phone and battle with friends across the country. Nintendo head Hiroshi Yamauchi plans to extend that idea in the coming years by allowing people to exchange and download high scores, game data and collectible electronic cards – and The Big N have made every Mobile Game Adaptor compatible with the Game Boy Advance, ensuring that future GBA owners won't need to shell out more money to play titles like *Mario Kart Advance* online.

With the help of world-famous baseball pitcher Kazuhiro Sasaki, who helped publicise the Mobile Game Adaptor, *Pokémon Crystal* rocketed straight to number one in Japan's all-format games chart, and sold well over 1 million copies in its first few weeks in the shops. Yamauchi's plans for world domination, then, are proceeding apace.

No plans to bring the Mobile Game Adaptor to the UK. Shame, that.



Yet another colour joins the Pokémon rainbow.

NEW GOODS



GAME BOY TRAVEL PACK

Planet Distribution • High St • £29.99

This set of Game Boy goodies is about as comprehensive as they come. The Travel Pack includes just about every conceivable peripheral possible: a rechargeable battery grip; an AC adaptor; a joystick; speakers and a light magnifier – and they all come wrapped up in a tidy carry case. The only trouble is, once you've added all the attachments to your Game Boy it grows to nearly twice its original size and becomes decidedly less 'portable'. Still, this is well priced and the quality's superb. Once you've splashed out for it, you won't need to buy any more extras ever again.

89%

WCW DRESSING-UP KIT

Argos • High St • £9.99

If you're anywhere near as lazy as Geraint, this'll be right up your alley. Forget visiting the gym thrice weekly, stick this beauty to your chest and – hey presto! – a set of rippling pecs in the blink of an eye. Okay, so he looks like a fool in it, but anyone with the same mental age should have a right laugh with this. Buy it for the nipper in your family then watch as he tries to suplex your nan. Laughs don't come much cheaper.

79%



GAME BOY BATTERY PUCK

Planet Distribution • High St • £17.99

Now this is quite simply one of the handiest little peripherals we've seen in ages. Basically, it's a battery pack moulded into a conveniently shaped 'puck' that you can clip onto your belt. The puck itself also houses an extendible power lead which plugs directly into your trusty Game Boy, providing you with up to 25 hours' worth of power – surely more than enough to fuel those worryingly long gaming stints during your gripping *Gold* and *Silver* adventures. Both neat and petite, this handy little item is worth every penny invested in it. If you're currently on the look-out for for an alternative power source to those AA batteries, accept no substitute.



90%



HANDLE BATTERY AND ADAPTOR

Wild Things • High St • £12.99

This is practically the same as the recharegable unit that comes with the Game Boy Travel Pack, and while it makes the bottom end of your Game Boy look like a PlayStation controller, it's very comfy in the hand. It also comes complete with an AC adaptor which you can use to supply up to ten hours of juice. Although it *is* pretty neat, we're hard pushed to recommend it over Planet's Battery Puck, which is the more discrete and portable of the two power sources. Worth considering if you're a bit strapped for cash though.

84%

RADICA TABLE TENNIS

Radica • High St • £59.99

Well, well. What a pleasant surprise this has turned out to be. All you have to do is plug the main unit into your telly and you can play table tennis against a friend or a computer opponent. Just watch as the ball comes towards the screen and then wave your bat in the right general direction for the return. This is great fun – if you fancy spending your dosh on something a little different, it comes highly recommended.

90%





SNAP-ON FACIAS

Wild Things • High St • £9.99

These aren't exactly the classiest accessories we've ever seen – in fact they're pretty ugly and 'cheap' looking. Which is a big shame because they do fit onto your Game Boy rather well – with no rattling around at all – and they also give you good access to the buttons. All's not lost though. Paul suggested using them as a template for your own customised covers. So, if you fancy getting all creative, buy a pack of three and some acrylic paints and you're laughing.

83%

WIN! TRAVEL PACK!

Up for grabs this month is the peripheral-packed Game Boy Travel Pack. If you fancy owning just about every possible Game Boy add-on there is then we suggest you answer this simple question…

In which year did the world get its first taste of Game Boy?

a) 1989
b) 1988
c) 1987

The first lucky reader to have their correct answer pulled from our post bag will receive these excellent Game Boy goodies. Answers on a postcard to:

Portable Peripherals Please,
N64 Magazine,
30 Monmouth St,
Bath,
BA1 2BW.

All entries must reach us by Friday 23rd March.

GO! GO!



SALES STUNNER

In the figures for the best-selling videogames of 2000 in America, *Pokémon Stadium* crashes in at number one with a staggering 1,701,820 copies sold, while *Majora's Mask* is not far behind at number four with 1,206,489 sales.

In fact, only six videogames sold over 1 million copies – and the N64 had three of them. Even more incredibly, the top ten N64 sellers outsold seven of the Dreamcast's best-sellers, and – get this! – all but one of the top PlayStation 2 titles. So the N64's a dying format, is it?

SALES STUNNER II

Meanwhile, over in Japan – where the N64 has traditionally had a tough time of it – game sales are soaring. In December, 18.4% of all games sold were for our 64-bit wonder, ahead of the PlayStation (17.2%), Dreamcast (12.6%) *and* PlayStation 2 (10.3%). The Game Boy continues to hold onto its crown as King of Consoles, with a whopping 46.9% of December's game sales being diddy GB and GBC carts. All in all, that means Nintendo have sewn up almost two thirds of Japan's game market. Astonishing.



RETROWORLD

Let's do the timewarp again!



STAR WARS
Domark • 1987

Wisely, George Lucas and his cronies have realised that if a game were to be made from their hyper-successful films, it should involve either light sabre duelling or starfighter blasting. Anything else would simply be missing the point.

We've seen a veritable deluge of space-shooty titles over the years, highlights of which include the excellent *X-Wing/TIE Fighter* series on PC and the menacing, grumbly arcade original. One of the first arcade games you could sit in, the original *Star Wars* was knocked together by Tengen (aka Atari) in tasteful matte black, sporting truly frightening speakers directly behind your ears. Said speakers would boom at you while revolutionary, wire-frame vector graphics hurtled towards your eyes.

Using a controller not dissimilar to KITT's steering wheel in 80's TV smash Knight Rider, you'd battle it out with TIE Fighters, dodging star-shaped blaster bolts. After that first section, the vector graphics really came into their own as you dodged your way through the Death Star trench to the exhaust port. Should you manage to hit the tiny port after a few 'practice' runs, you'd sit back and tremble, watching the ace explosion. Then do it all again.

Inevitably, a somewhat scaled-down version made it to the Spectrum in 1987 (seen in these screenshots), shortly followed by some fairly decent sequels. These departed only a little from the formula, in particular *Return of the Jedi*, which featured a somewhat ill-advised diagonally-scrolling speeder-bike sequence – an exciting prospect that didn't quite come off. *The Empire Strikes Back*, however, was so similar that only the trained eye can distinguish it from its predecessor.

Nonetheless, the *Star Wars* series was echoed in the likes of successful wire-frame space trader *Elite* and went on to help define the features of the current crop of arcade-style titles such as *Battle for Naboo*. Top stuff.

SUPER MARIO BROS 2
Nintendo • 1988

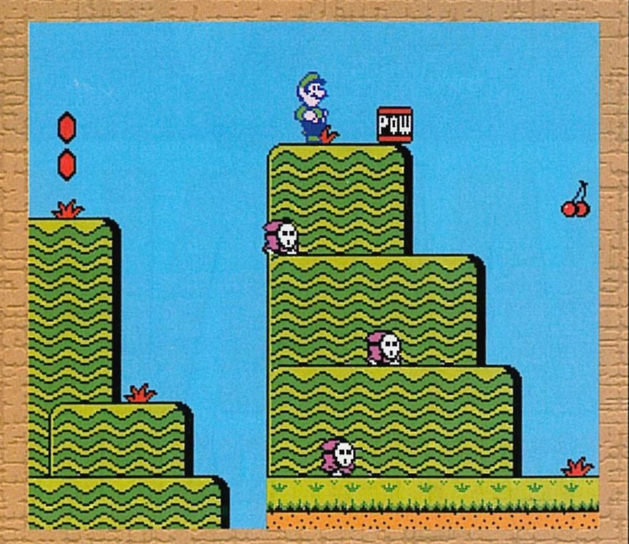
Back in the days when Nintendo absolutely dominated the videogames industry, carrying the clout to manipulate just about anyone who crossed their path, a sequel to the phenomenally successful NES launch title *Super Mario Bros* was keenly awaited by gamers worldwide. So, when in 1987 Fuji Television released *Yume Kouba Doki Doki Panic* (*Dream Factory: Doki Doki Panic*) for the Japan-only NES disk drive add-on, Nintendo decided to quicken the production process by re-branding *Doki Doki Panic* with characters from the Mario universe.

Doki Doki Panic had a reduced-gravity Arabian setting, so it wasn't too tricky to alter the chubby, moustachioed Arab to resemble the famous European handyman. Mario's ability to run by pressing B was slotted in, and there were a few other cosmetic changes made here and there, such as power-ups and the odd enemy. Other new features included the ability to play as one of four characters, each of whom had a particular special ability, like Luigi's *Yoshi's Island*-style double-jump or Princess Peach's floating antics.

The rebranding of *Doki Doki* ensured gamers wouldn't have to wait for Miyamoto to work his magic, but it represented a fairly radical departure from the original *SMB*'s style of gameplay. Which is why *Super Mario Bros 2* is remembered as the black sheep of the Mario titles – the game that no-one ever talks about.

An actual Nintendo-made *SMB2 did* make it to the shelves in Japan but it was simply a souped-up version of the original, with poison mushrooms and winds that blew you backwards. It was never released in Europe because it was considered too hard for those puny *gaijin* or 'foreigners'. (Ironically, these days Japanese gamers expect to finish their games, so their versions are actually easier than the ones we struggle with.)

Western gamers had to wait for the release of *Super Mario All-Stars* before they were able to play the original *SMB2*, which was then labelled the 'Lost Levels'.



March 2001

62 Credits

CELADON TIMES

The Pika Paper for Pokémon!

POKÉMON: THE NEXT GENERATION



This is, without a doubt, the news that Pokémon fans around the world have been waiting for. Earlier this week Nikkei – Japan's foremost financial newspaper – confirmed that Nintendo will release not one, but *two* brand new Pokémon titles during 2002.

Nikkei confirmed that the all-new adventures will be developed for Game Boy Advance and Gamecube, and that they will link up with each other via Matsushita's SD-RAM memory cards which are currently being developed for Nintendo.

Interestingly enough, not only will the new Pokémon titles be able to interact with each other, the Nikkei report also states that lots of other new games are being designed to utilise GBA/NGC connectivity.

To say that our taste buds are well and truly tickled is something of an understatement. And we'll be filling you in on all the juicy details as soon as we hear more from our Japanese correspondent.

POKÉMON SERIES REVEALED ON VIDEO

At long last, by the time you read this the excellent monster-battling TV series can now be yours to own on video. This month sees the first six episodes released over two volumes, with another eight volumes due for release over the course of 2001.

The first two vids – I Choose You! Pikachu!, and The Mystery of Mount Moon – follow Ash's adventure from the early days with only Pikachu at his side, through the legend of the powerful Moon Stone, and to the eventual showdown with Samurai and Brock for the Boulder Badge.

As you can imagine, the films are both set to hit the number one spot in the video charts, but if you don't fancy forking out £9.99 for the privilege of owning one, you'll be pleased to hear that those generous types at Warner Home Video have given us five pairs to give away. To win a set, all you have to do is answer this simple question…

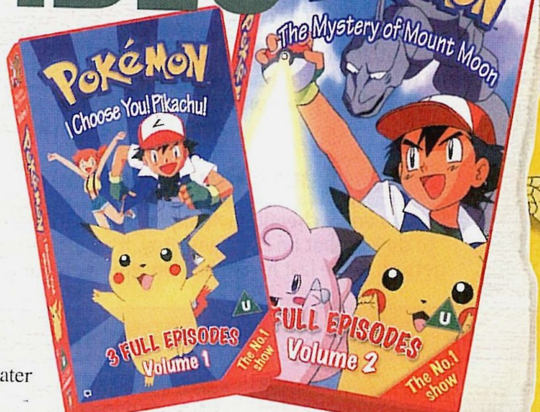
Which of the following Pokémon was the first to be *captured* by young scamp Ash?

a) Squirtle
b) Bulbasaur
c) Caterpie

Send your answer on the back of a postcard to:

Pokémon! I choose you!
N64 Magazine,
Future Publishing,
30 Monmouth St,
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Entries must reach us no later than Friday 23rd March.



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GAME BOY COLOR

The Game Boy is the best selling console of all time. It's managed that feat by virtue of being cheap, easy to use, and host to some of the best games ever made. Can you imagine a world without Pokémon and Tetris? Not a nice place, especially now that the Game Boy has a full colour screen! ***Choice of colours! - ring for availability.***

SPECIAL BUNDLE OFFER

Buy a Purple Game Boy Color and Pokémon Pinball together and save £9.99.

SAVE £9.99 — ONLY £79.99



Game Boy Headphones

ONLY £3.99

Unless you take pleasure in getting beaten up on trains you'll want to think of your fellow traveler and wear these headphones - allowing you to hear the game in stereo.

Game Boy Pocket AC Adaptor

ONLY £6.99

Run out of batteries? As long as you're near a power point you can plug this baby in to your Game Boy and happily run up the electricity bill all day long.



Game boy Universal Link Lead

ONLY £6.99

If you want to trade Pokémon or play two-player games you'll need a game link cable. This particular lead works between any kind of Game Boy, whether Color or not.

Blaze Game Boy Color AC Adaptor & Rechargable Battery Pack

ONLY £12.99

A Game Boy can last about 20 hours on two 'AA' batteries. A long time this may be, but batteries still don't grow on trees, so it's cheaper in the long run to get a rechargeable battery pack.



Game Boy Xploder

ONLY £24.99

If you enjoy cheating when you play then this cart allows you to do just that on the Game Boy. It's particularly handy for getting those last few Pokémon you're missing out on.



Croc 2

Not normally known for their jumping ability or their willingness to save the world this particular crocodile is bucking the trend and going for broke by starring in the best Game Boy cart this year.

SAVE £2.00 — FULL PRICE ~~£24.99~~ — YOU PAY £22.99



Harvest Moon 2

Return your ancestral farm to prosperity and try to find true happiness! This sequel to the 1997 award-winning SNES game makes for barn-raising fun.

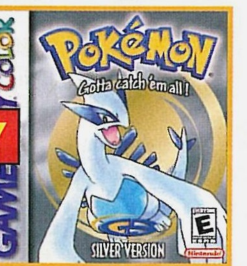
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Pokémon GOLD

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Pokémon SILVER



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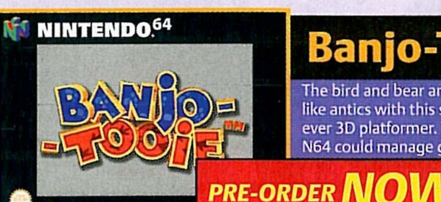
Dispel those "foggy graphics" blues with this ever so special TV cable that suddenly turns your N64's graphics from pea soup to crystal clear.

Official N64 Expansion Pak



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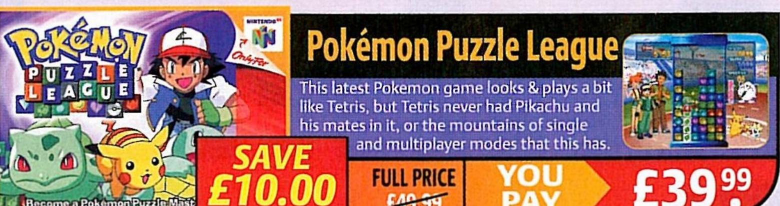
Insert this cartridge into your N64 and it immediately becomes twice as powerful. It only works with specific games but it's certainly worth it, especially for Perfect Dark and Majora's Mask.



Banjo-Tooie

The bird and bear are back to their Mario-like antics with this sequel to Rare's best ever 3D platformer. You'd never believe the N64 could manage graphics this good.

PRE-ORDER NOW — YOU PAY £CALL



Pokémon Puzzle League

This latest Pokemon game looks & plays a bit like Tetris, but Tetris never had Pikachu and his mates in it, or the mountains of single and multiplayer modes that this has.

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QUICK JUMP TO ▶ PAPER MARIO p18 DANCE DANCE REVOLUTION p19 NINTENDO NET p19

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PIC

Q & A

So, how does the game play?
It's totally open-ended – you can choose to work for a living by chopping down trees or catching fish, for example, raise a pet, chat to the forest's animal population, or simply sleep all day in your little bed.



And you can 'share' all this with friends?
Yep. Save your character on a Controller Pak and you can explore the world on someone else's subtly different Animal Forest cart. You can even take your animal friends with you to visit your mate's own forest – and leave them there if you like.

INFO BURST

ANIMAL FOREST	
FROM:	Nintendo
CART SIZE:	TBA
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Mar

ANTICIPATION RATING: ●●●●●



◁ This here's the post office. Any letters from mum?

◁ You won't see snow until a real-life winter.

◁ It's a 'communication' game, so there's a crazy amount of chatting.

Hold on – what are the PlayStation symbols doing on that signpost? ▽

Animal Forest

Shigsy's slice of animal magic.

Take a good, long look at these latest screenshots of the newest and quirkiest game to emerge from Nintendo's in-house development team. Why? Because, according to none other than Shigeru Miyamoto himself, *this* is the future of videogames.

Animal Forest isn't a multiplayer title, but it *is* designed to be 'shared' amongst families or friends. Up to four players can take control of a particular character, and 'live' in their own house within the forest itself – which works in real time, so if it's midnight on New Year's Eve in the real world, it's the same in *Animal Forest*. The idea is that individual players work, rest and play within the utterly gorgeous game world at different times of the day, and leave little presents for the others to find, such as flowers or letters.

It sounds bizarre, we know. But with Shigsy behind it – and his assurance that the concept will be carried over to GBA, Gamecube and online gaming – *Animal Forest* could well take over the world. More in a couple of month's time.

▽ Check the village noticeboard for messages left by your family.



▽ The animation is a joy to behold, and makes even the simple opening and closing of a door a pleasure.

▽ A letter! Now, where's our Japanese dictionary?









This upgrade should come in 'handy'... [Fired! – Ed]

Mega Man will roll to and fro like the twins in Jet Force Gemini.

And they looked so friendly...

That map top-left is pretty useful.

Mega Man 64

Looks better than Superman. Definitely.

Finally making the leap into three dimensions, *Mega Man 64* marks a real departure from the 2D platforming format that served it so well. That said, we have solid evidence that this is going to be pretty sweet, because it's a port of the PlayStation's *Mega Man Legends*. That game's blend of *Jet Force*-style shooting and RPG-esque exploration was received very well – and although reviewers did cite problems with the control system, the N64's lovely bendy stick should take care of that.

Apart from analogue control, the game benefits from the healthy plot of an RPG plus a very distinctive visual style. In issues 47 and 48 we compared some of *Mega Man*'s cohorts with Catchphrase's Mister Chips, or possibly a resident of Legoland. True, as the screenshots show, the visuals are simple and cartoon-like, but anime fiends will love the endearing Japanese-style characterisation – and the rest of us will appreciate the fluidity and speed that simple visuals allow.

As for the plot, it'll hark back to the heroic escapades of the previous games, but with the considerable assistance of a wealth of text-based chat to advance it. Allegedly, the Mother Lode, a massive and renewable source of power, has been discovered and it's up to old Megsy and chums to make sure it doesn't fall into the wrong hands. This is all the more pressing considering the current power shortage that the universe has been experiencing, but what's curious is that the opposition's response to Mega Man's efforts is to throw a series of exceedingly large armed robots in his way. Anything for a good fight scene, eh?

We've heard whispers of a Gamecube version, but there's little evidence to support this besides the fact that Nintendo are renewing their close friendship with Capcom, who are ready to deliver *Resident Evil 0* not too long after the new console's launch.

As we speak, American shops are receiving copies of *Mega Man 64*, so it should be possible to give your friendly importer a ring and snaffle a copy. The wisest move, however, might be to wait until next issue for our dazzlingly insightful and rib-ticklingly hilarious in-depth review...

This lass'll be taking care of business while our hero's busy.

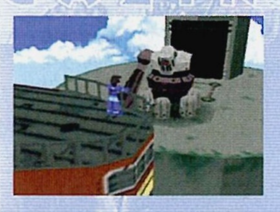


Something tells us you're going to have to find a way around this particular problem.

Q & A

Are there any differences from the PlayStation version?
Yes, but only fairly minor ones. The sprawling spaces have been cut down a bit so that the action doesn't get too jerky. All the same bits are there, just in a more condensed form. That'll hopefully mean a more compact, exciting experience.

So why the long wait, then?
The PlayStation version came out when the world was young, in the summer of '98. Capcom had no plans at the time for a N64 conversion, but it's quite possible that they decided to do the N64 version quite recently as a gesture of goodwill towards Nintendo. Buttering them up for Gamecube, as it were.



What happened to the release date?
Ah. A classic case of slippage, though only mild. It was due out in the US on January 16th, but arrived a touch late.

Is it an RPG or a shooter, then?
Technically, both at the same time. However, it looks like being weighted in the shooty direction, with RPG-style links and elements.



INFO BURST

MEGA MAN 64

FROM:	Capcom
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

ANTICIPATION RATING

GO! GO!

Animal Leader

Transforming-beast wars.

It's difficult to get excited about *Animal Leader* based on static screenshots alone. But, in motion, this bizarre and hugely stylized cross between *Pokémon* and *Silicon Valley* is a truly bewitching experience.

INFO BURST

ANIMAL LEADER

FROM:	Marigul
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

ANTICIPATION RATING

The game's atmospheric style is reminiscent of 64DD title *Doshin The Giant* – not surprising given that Marigul's game was originally destined for the ill-fated disc drive. You initially take control of a small, weak pig, and your aim is simply to survive, by eating, drinking and fending off attacks from the bigger beasts wandering the grassy plains. But there's also the chance to evolve. By gobbling up rival dogs, cats, birds and worms, you can adopt their abilities and clamber up the food chain.

Animal Leader looks primitive, but there's some captivating animation on the wild things as they gallop, swim, soar through the air and battle for their lives. We'll have more next issue.



One hit is often enough to see off an attacker.

It looks awful, but it doesn't half play well.



Your beast automatically falls asleep at sunset.



We'll wager you need to shift that colossal rock.

Q & A

It doesn't half look weird...
Everything's based on squares – even the sun and moon hanging in the sky are cube-shaped. Marigul claim that's a deliberate move – although it could equally be a sneaky way of keeping detail to an absolute minimum for speed's sake.

How many animals are there?
30 in all, each as bizarre-looking as the last. The more advanced variations walk on all fours or fly, but Animal Leader's uglier beasts slither along the ground or roll around uncomfortably on square wheels. The animation on all of them is splendid, though.

So what's the ultimate aim?
To 'crawl your way to the top of the animal kingdom and bring the wild back to civilization'. Slightly more advanced than 'rescue the princess', eh?

Paper Mario

First English-language shots!

Satisfyingly, Mario's Donkey Kong mallet makes a reappearance.

Disappointingly, the game known as *Mario Story* in Japan (we reviewed it back in N64/47) won't now be UK-bound until September. But the US version is out now, and we've got the screens in English to prove it.

Paper Mario is the sequel to *Super Mario RPG* on the SNES, and features the usual RPG mainstays – exploring, chatting, character building and turn-based battle – all wrapped up in a cutesy cardboard version of the Mario universe. The 2D world is vast and takes in plenty of familiarly colourful Nintendo faces, from little Luigi to big bad Bowser himself. But best of all is the welcome return of that irresistible *Mario* gameplay – bashing bricks, nabbing coins, and stamping on those pesky turtles.

It's all unashamedly cute, but don't be fooled – *Paper Mario* is crammed with at least 15 hours of non-stop play that'll prove a challenge for even the most hardcore of gamers.

Be here next issue for our thorough going-over of the American version.



INFO BURST

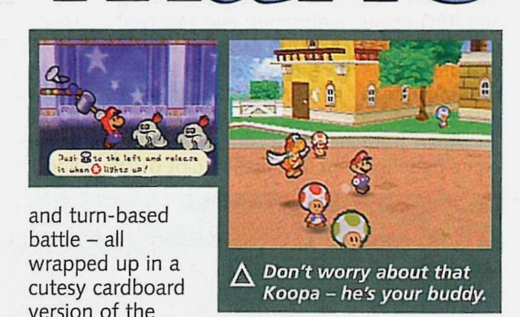
PAPER MARIO

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

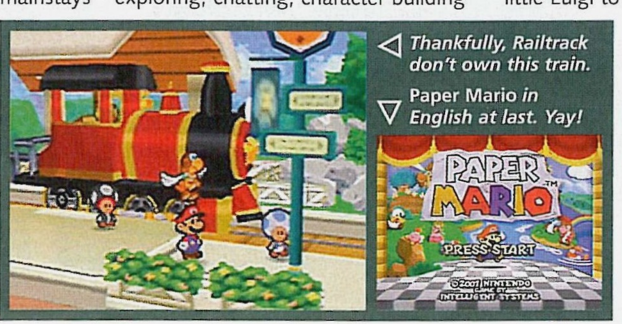
WHEN'S IT OUT?

US	UK	Japan
Now	Now	Sept

ANTICIPATION RATING



Don't worry about that Koopa – he's your buddy.



Thankfully, Railtrack don't own this train.

Paper Mario in English at last. Yay!

Turn based-combat? Yawn.
No, no. Although Mario and his enemies do take it in turns to fight, there's a decent amount for you to do during each attack. By hammering at buttons or twiddling on the analogue, the strength of each and every move is under your direct control.

I've heard tell of a 'friends' system.
As Paper Mario progresses, Mario's joined by friendly Boos, Goombas, Koopas and Bob-ombs. As well as muscling in on fights, they'll help you around the levels – the pink Bob-omb can blow open doors, for instance, while the winged Koopa will carry you across chasms.

And what about Peach?
She's slightly less hapless than usual in Paper Mario – you can guide the princess yourself and help her find her own way out of Bowser's forbidding castle.



△ Minnie might be cute, but her dance steps are grotesque.

Something about those duck triplets gives us the willies. ▷

△ Goofy by name, and most definitely goofy by nature.

Dance Dance Revolution

Mickey Mouse is in the house.

These days, no big-name game escapes without being invaded by Mickey Mouse and his happy band. *Tetris* became *Magical Tetris Challenge*, *Mario Kart* begat *Mickey's Speedway USA*, and now Konami's Japanese smash hit *Dance Dance Revolution* gets a Disney update.

Yep, using a plastic mat that plugs into the N64's controller port, you can finally fulfil that lifelong ambition of stamping your feet in time with such classics as 'It's A Small World' and 'Zip-A-Dee-Doo-Dah'.

Like in all *Dance Dance* games, directions scroll up the screen in time with each song, and pressure-sensitive switches inside the mat help the game record your prancing prowess. The only way to make it through to the final stage – featuring Huey, Dewey and Louie and an enchanting firework display – is to jig about like Michael Flatley.

Because Konami have had to squeeze lengthy, crystal-clear versions of around a dozen of Disney's most popular ditties into the game, there's not much room on the cart for fancy graphics. But despite the resolutely two-dimensional nature of Mickey, Minnie and Pluto, the cartoon stars burst with character as they dance away on-screen. The sight of Donald Duck kitted up in sunglasses and an Elvis wig, kicking his legs and punching his arms as he gazes seductively into the camera, must not be missed.

Still, with the combined cost of the game and dance mat clocking in at a whopping ¥13,600 – or £80 – it's doubtful whether even the *Dance Dance*-crazy Japanese will find room in their N64 collections for this. Time, though, will tell...



◁ We told you. This sight is worth £80 on its own.

Kids will just love all the twee tunes. ▽

△ It's those ducks again – six identical eyes staring out of the screen at us. Help!

Q & A

What's the point?
It's at its best as a party game. Watching friends trying to body-pop to increasingly frantic tunes should shatter the ice at any gathering – and it gives extroverts and Dance Dance pros the opportunity to show off with fancy moves, as we saw during the game's unveiling at last year's Spaceworld show.



All slow-paced Disney songs, right?
Yep. Annoyingly, the PlayStation version features raved-up Disney tunes, coupled with such classics as 'Johnny B. Goode' and the Jackson 5's 'I Want You Back' – while we get 'Mickey Mouse March' and other delights.

Anything other than dancing on offer?
Not really, although you do need to somehow collect and arrange pieces of jigsaw in order to open up new songs and other goodies.

What are the chances of a UK release?
Slim. Although, given that the songs and text are mostly in English already, it wouldn't take too much translation work to bring Dance Dance to these shores.

INFO BURST

DANCE DANCE REVOLUTION	
FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

ANTICIPATION RATING

NINTENDO NET

DAILY RADAR UK

It's a full-time job, separating fact from fiction on the old Internet – but this month has thrown up plenty of fascinating titbits as far as Nintendo are concerned. NOA have stated that Gamecube is still on for a 2001 US release, and this has been accompanied by a flurry of Gamecube-specific info – not in the least, reports that Acclaim would be showing off Turok 4 to American journos the other week. The game is definitely in existence, but it won't appear until E3; the anticipated unveiling turned out to be nothing more than a press conference for Acclaim's latest baseball game...

Also, screenshots of the PS2 version of **Shadowman: 2econd Coming** have been released – as far as a Gamecube incarnation is concerned, though, Acclaim wouldn't say. But they didn't deny it...

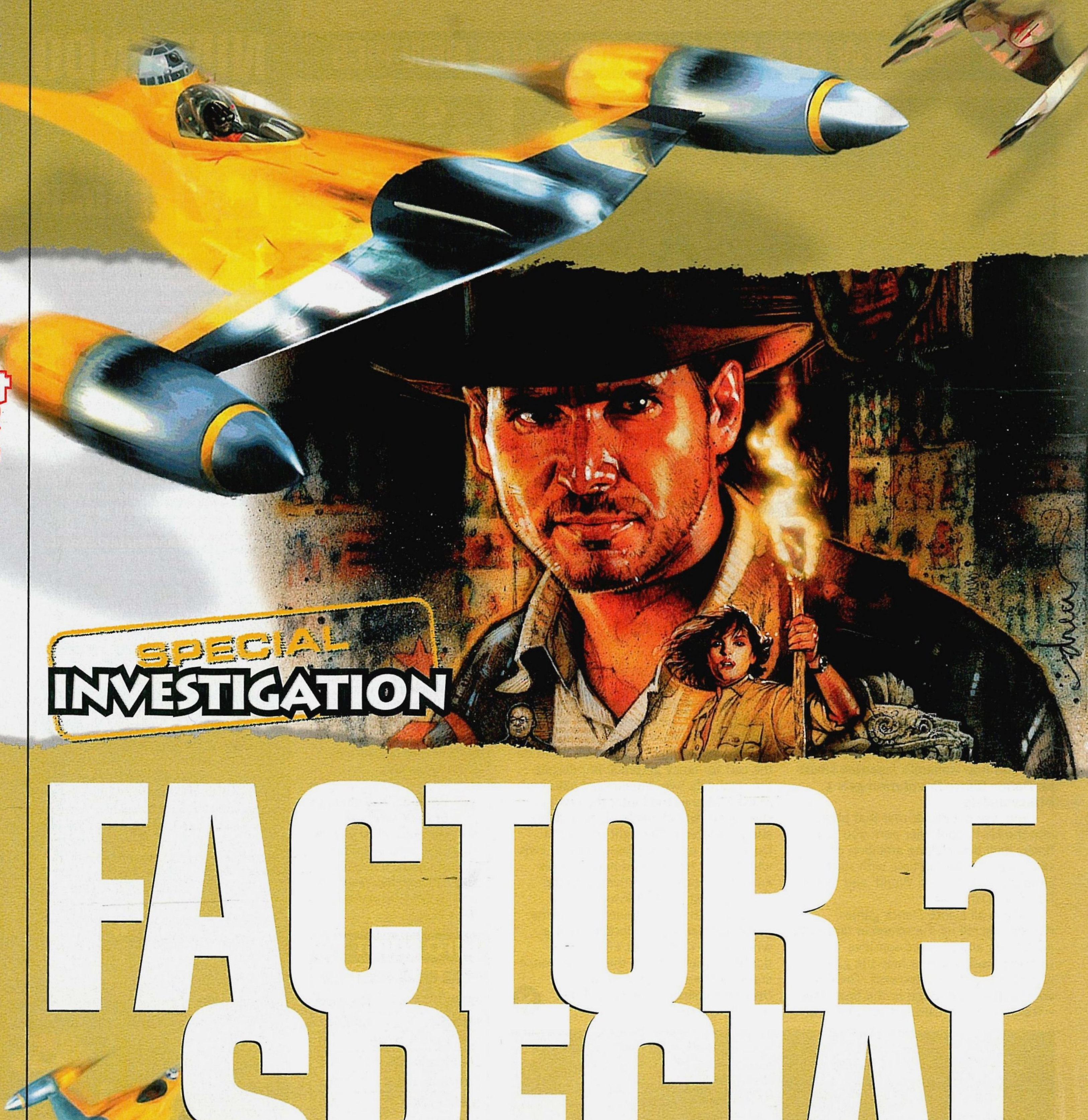
Elsewhere, Denis Dyak of Silicon Knights has hinted that **Eternal Darkness** may well be in the process of being ported over to Gamecube (we should "Wait until E3", apparently) and by the time you read this, Ubi Soft should have made an announcement concerning their plans for Gamecube. Expect a Donald Duck game (spotted in their Montreal offices by us, last year) and a *Rayman* title, amongst others...

Best news of the month? GBA will launch in the UK in June/July, and **Mario Kart Advance** can be played online in Japan using the GB Mobile Adaptor. Genius! Now if only they'd release said peripheral in the UK...

Worst news of the month? **Conker's Bad Fur Day** may never see the light of day in the UK. Apparently, Nintendo don't think the game's 'humour' will go down well over here. Very odd; we think it'd actually be *more* suited to the UK than the US, given that it contains scouse dung beetles. We'll keep you posted.

Have a good month!

Jes Bickham, Nintendo Channel Editor, www.dailyradar.co.uk



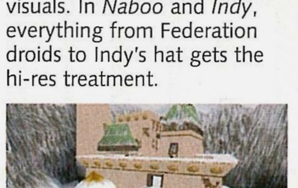
FACTOR 5 SPECIAL

THE FACTOR 5 FACTOR

Both of Factor 5's newies incorporate the special features that make the US team's games so darned good…

VISUALS

Rogue Squadron was one of the first games to utilise the Expansion Pak for spectacular visuals. In *Naboo* and *Indy*, everything from Federation droids to Indy's hat gets the hi-res treatment.



SOUNDS

Factor 5 are the folk behind 'MusyX', an N64 development tool that helps coders deliver crisp, clean, surround-sound music. They've put it to good use for their latest two games…



SPEECH

…and also employed unique compression methods that allow each cart to be crammed with atmospheric speech. Hear Indy's voice in *Infernal Machine*, or your co-pilot nattering in *Naboo*.



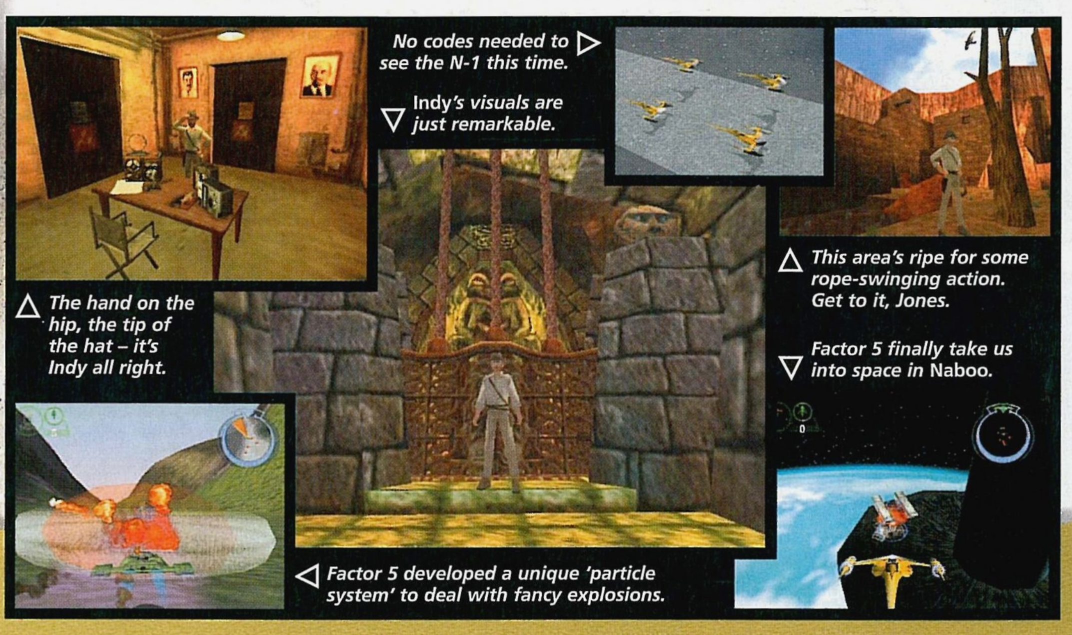
CHEATS

If you liked the *Rogue Squadron* code that replaced Luke Skywalker's face with a bizarre bearded fizog, you'll be pleased as punch to see another wealth of crazed cheats in both titles.





BYE-BYE JAR-JAR
Jar-Jar detractors rejoice – within seconds of *Battle for Naboo* kicking off, the floppy-haired muppet is crushed by a gigantic N64 logo. "Please understand that that's cartoony violence," pleads Julian. "Jar-Jar isn't dead, because he's still talking after he's crushed. We'd never have attempted to have any blood coming out from underneath that logo."



No codes needed to see the N-1 this time.

Indy's visuals are just remarkable.

The hand on the hip, the tip of the hat – it's Indy all right.

This area's ripe for some rope-swinging action. Get to it, Jones.

Factor 5 finally take us into space in Naboo.

Factor 5 developed a unique 'particle system' to deal with fancy explosions.

EGGEBRECHT SPEAKS!

We've enrolled Factor 5 President Julian Eggebrecht to talk us through *Battle for Naboo* and *Indiana Jones*. He's been with the company since its fledgling beginnings as a Commodore 64 developer in Germany, and clearly loves his job. "Part of our philosophy," he explains, "is that if you're going to create a game based on a movie franchise, it's important to stay authentic to the license. You've got to do it right. But, of course, we're also focused on simply making great games. We want to blow people away!" Get ready to find out, straight from the horse's mouth, how he and the rest of Factor 5 are doing just that…

Battle for Naboo and *Indiana Jones* exclusively revealed – by the man who created them.

The best developers are often the quietest. Take Treasure, who've only released three games on the N64, all of them corkers. Or NSTC, responsible for just two titles – *Ridge Racer 64* and *Pokémon Puzzle League* – which happen to be amongst the console's finest moments.

And then there's Factor 5. This team of 30-or-so coders, working from a small office in sunny San Francisco, have so far managed to release just *one* game in the UK in the last *five years*. But it wasn't just any game. *Star Wars: Rogue Squadron* recreated George Lucas' much-loved universe on the N64 in truly magnificent fashion. Swooping over Tatooine inside an X-Wing; blasting at lumbering AT-STs; screaming along the Death Star's trenches in the Millennium Falcon – it was *all* there, and helped Factor 5 carve out a special place inside every N64 owner's heart.

Now, after a temporary blip (the imminent *Rugrats in Paris*), Factor 5 are back in typically tremendous style. As well as readying a semi-sequel to *Rogue Squadron* – based on Star Wars: Episode 1 – they're also bringing whip-wielding archaeologist Indiana Jones back from retirement in a pleasingly *Zelda*-esque adventure. And the best bit? Both games have just been snapped up by THQ for a UK release later this year. Catch your breath, and read on…

N64's Special Investigations can take us all over the world – this month, we jetted to San Francisco to see Factor 5 in their natural habitat.



STAR WARS BATTLE FOR NABOO

The follow-up to *Rogue Squadron* looks set to shine brighter than Obi-Wan's light sabre...



Space combat – gripping stuff.

The city's under attack, and only you can save it.

Battle for Naboo's snow was imported from the Indy game.

STAR WARS EPISODE 1.5

While the Episode 1 movie takes you on a trip right around that galaxy far, far away, *Battle for Naboo* sticks with Queen Amidala's home planet. "Naboo is only shown at the beginning and end of the movie," explains Julian. "So we realised we were free to explore what happened to it in the meantime. We struck on the idea that there was bound to be a rebel group on Naboo, just like the Rogue Squadron, fighting against the invading Trade Federation. That meant we could give the player a Luke Skywalker-like rebel leader to control, and create a little bit of the classic Star Wars feel within the Episode 1 universe."

If you've played *Rogue Squadron*, you'll be hard pushed to imagine a game that betters it. But *Star Wars: Battle for Naboo* does the impossible – delivering over 17 levels of deliciously frantic blasting action that, on several counts, puts its accomplished predecessor to shame.

Of course, part of what makes *Battle for Naboo* so enjoyable is the large chunk of *Rogue Squadron*'s engine that's been carried over more-or-less unaltered. The controls – which allow you to soar in a Naboo Starfighter, cut through waves in a gunboat, or hover on a wonky-looking STAP bike – are as intuitive as ever; the gigantic levels feature rolling hills, huge lakes and old-fashioned stone structures that wouldn't look out of place on *Rogue Squadron*'s home planet of Tatooine; and the missions are as packed full of giddy aerial acrobatics, finger-fracturing laser battles and TV-shuddering explosions as *Rogue Squadron* itself.

Ultimately, though, it's the sheer variety on offer in *Naboo*'s missions and environments that helps make its prequel a distant memory. In the first level, you're racing at breakneck speeds within the high walls of your native city – in the last, you find yourself somersaulting in mid-space as packs of up to 20 Droid Starfighters scream past, red lasers criss-crossing before your eyes. In between, you'll rescue civilians from attack by swarms of chattering droids, bomb laser turrets from afar as you prowl a dark sea, and smash planet-sized satellites with countless missiles. And throughout, the visuals and sounds expertly recreate the palpable atmosphere of the movie, whether it's via the buzz of radio chatter in your ear, or the sight of Naboo's hills rolling away into the distance without a hint of fogging.

All told, *Naboo*, like its prequel, gives Star Wars fanatics the irresistible opportunity to live the film – and even if you can't bear George Lucas or his movies, the game's flawless blasting should still prove difficult to resist. It's a long wait for *Battle for Naboo*'s UK release in the Autumn, but we'll be bringing you far more on Factor 5's N64 opus in the months to come.

MASTERY ***Battle for Naboo* gives *Star Wars fanatics the irresistible opportunity to live the film.***



INFO BURST

BATTLE FOR NABOO

FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	Autumn	TBA

ANTICIPATION RATING

THROUGH NABOO

Battle for Naboo's levels are infinitely more varied than their *Rogue Squadron* predecessors.

NEIMOIDIAN PLUNDER

Your aim: Hoverbike around Naboo farmland to protect your captain.
Julian's aim: "We wanted to give you the feeling of being under siege, which is why we restrict you to a land vehicle here. In the air, you feel free – on the ground, with battle raging around and above you, you feel weak."



NABOO BAYOU

Your aim: In the air at last, you must deal with boats on a rainy swamp.
Julian's aim: "This level was very dull until we brought the rain in – and that only came after we'd developed a system to create weather effects in *Indy*. The original artwork for this level featured rain, so it made sense to have it!"



DISRUPTION OF COMM 4

Your aim: Destroy a giant satellite in the midst of a pitched space battle.
Julian's aim: "In a mid-space level, the balance of rival ships is vital. You feel lost if the enemy isn't a threat, but overwhelmed if they're everywhere. It's also important not to have so many ships on-screen that the N64 gives up."



GLACIAL GRAVE

Your aim: Finish off Trade Federation oil rigs in a freezing environment.
Julian's aim: "We had to be clever with the level design here, to encourage you to stay with your wingman – for example, giving you very harsh resistance if you stray from his route. It was a long, arduous tweaking process."



DVD EXTRA
If the developer insight on these two pages isn't enough for you, don't fret. Factor 5 have included a unique and thoroughly entertaining DVD-style commentary in *Battle for Naboo*, with team members chatting, laughing and joking their way through each and every level. Incredibly, that brings the total amount of speech on the cart up to around two hours. Lawks.

SMUGGLER'S ALLIANCE

By level four, things are hotting up as innocent farm-owners come under attack from the Trade Federation.



1 You're in the ground-based Flash Speeder for this, and droids on STAP bikes are gunning for you immediately. Get shootin'.

2 There's a farmhouse just ahead from the start that's under attack from a fleet of STAP Droids. Your first objective: wipe out all the robots.



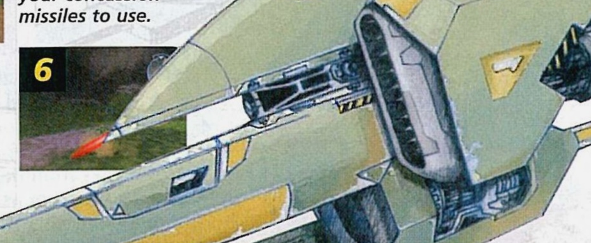
3 It's time for one of the game's many secrets – follow and protect the fleeing citizen and he'll open a gate containing a missile handy upgrade.

4 At the end of a long dirt track, your main objective awaits. A gigantic freighter is having its hull blasted apart by an enemy AAT tank. Time to intervene…



5 Rescue the freighter and it'll make its way along the canyon. Skim alongside – you'll need to smash a line of waiting AATs to bits.

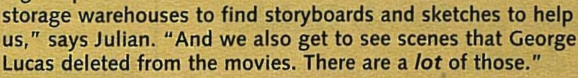
6 With crushing inevitability, a huge fleet of STAPs intercepts you on the way. It's an ideal time to put your concussion missiles to use.



FROM MOVIE TO GAME



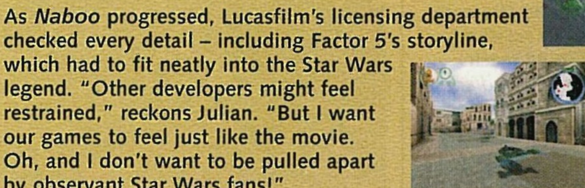
FROM THIS…



It's hard not to be jealous of Factor 5, who have almost unrestricted access to Episode 1 secrets. "We dig deep in Lucasfilm's storage warehouses to find storyboards and sketches to help us," says Julian. "And we also get to see scenes that George Lucas deleted from the movies. There are a *lot* of those."



TO THIS…



As *Naboo* progressed, Lucasfilm's licensing department checked every detail – including Factor 5's storyline, which had to fit neatly into the Star Wars legend. "Other developers might feel restrained," reckons Julian. "But I want our games to feel just like the movie. Oh, and I don't want to be pulled apart by observant Star Wars fans!"



STAR CRAFT

There are at least eight controllable vehicles in *Naboo*, from STAP jetbikes to the infamous Naboo N-1 Starfighter itself.
Riding them is fun – creating them wasn't. "It was a nightmare to get the vehicles feeling right," remembers Julian. "It took us a solid year of programming time to tweak the handling and physics, and squeeze in neat extras – like the way you can slide around corners and land vehicles with R." The hardest to get right was the gunboat itself, thanks to the presence of undulating water and bouncing torpedoes. "That's my favourite ship," says Julian, "just because it felt so good to finally get it right!"



GO! GO!





ZELDA'S TWIN





Indy utilises the same context-sensitive B button and Z-targeting system as *Zelda* – and works brilliantly as the strapping adventurer switches between leaping, swinging, shooting, climbing and crawling.

But Factor 5 didn't set out to copy Shigsy's masterpiece. "We had to redesign the original PC controls for the N64 pad," explains Julian. "We simply realised – after around two months of experimentation – that the *Zelda* method is the natural way to deal with a character who has over 20 different abilities. And of course, *Zelda*'s sold millions of copies, so it must be doing something right!" In fact, the intuitive controls helped Factor 5 to persuade doubters that an N64 version of *Indiana Jones was* viable.

INDIANA JONES AND THE INFERNAL MACHINE

He's back – and this time he hasn't brought his dad. Can Factor 5 improve upon the awful PC original?

Ancient Aztec architecture; reasoned puzzle-solving; one-on-one gunfights – it's hard to believe that *Indiana Jones* comes from the same development team as *Battle for Naboo*. But one thing gives it away – that unmistakable Factor 5 polish and shine.

Indiana Jones is perfectly described as *Tomb Raider* meets *The Legend of Zelda*. On the one hand, it brings the ancient tombs, staggering backdrops and treasure-seeking theme of Lara Croft's endless saga to the N64. But on the other, there's a control system that's almost indistinguishable from *Zelda*'s own, giving Indy the ability to swing across chasms, machine-gun Nazi enemies, and – of course – crack his whip with the greatest of ease. It makes a mockery of *Tomb Raider*'s clumsy controls – but, more importantly, it improves on the finger-twistingly stubborn Dr Jones who starred in the original PC version of *Infernal Machine*.

Throughout the game's 20-or-so levels, *Indy* often matches the quality of both Lara and Link's outings – and, amazingly, trumps them both visually. There are small beaches towered over by palm trees and impossibly high cliffs; pyramids decorated with intricate hieroglyphs and bathed in a mysterious and beautiful green glow; and Russian mansions replete with portraits of Lenin and Stalin and near-ridiculous details like rusty pipes hanging from the ceiling. Even when Indy's trekking through the most barren of exterior locations, the impeccable weather system – which brings torrential rain crashing down, or individual flakes of snow tumbling from the heavens – makes every area a treat for the eyes.

MASTERY *Indiana Jones* ***is perfectly described as*** *Tomb Raider* ***meets*** *The Legend of Zelda.*

Coupled with a suitably outlandish storyline – involving a powerful machine that provides the gateway to an alternate dimension – and an absolutely rollicking minecart-ride section that could teach *Donkey Kong 64* a thing or two, *Indiana Jones* is shaping up to be something *very* special. We'll have the *first* review of the UK version in time for its release this Autumn.

INFO BURST

INDIANA JONES

FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	Autumn	TBA

ANTICIPATION RATING

AI

Enemies in *Indiana Jones* don't just wait to be whipped. There's a sophisticated system that helps them actually search for you – and which even keeps track of their eye movements for ultimate realism. "The nice thing is that there are two ways to deal with enemies," reveals Julian. "You can confront them in a gunfight, *Perfect Dark*-style. Or, you can solve puzzles and follow a different route to their location, sneak up behind them, then blow up nearby objects to take them out." Surprisingly, the intelligence of *Indy*'s humans isn't unrelated to the IQ of the untamed beasts scampering around the landscape. "Believe me," assures Julian. "There are some nasty animals in this game."

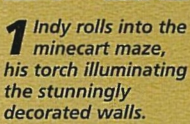


ON THE RAILS

What Indiana Jones game would be complete without a minecart ride?



2 We're off! Racing along a nightmarishly twisting, tunnelled track.

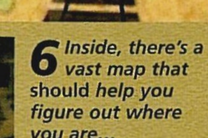


1 Indy rolls into the minecart maze, his torch illuminating the stunningly decorated walls.

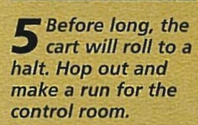


4 Mind you duck these carelessly placed pipes, too. Check your health at the bottom-left.

3 Press B to brake – else you run the risk of damaging Indy's face on a closed door



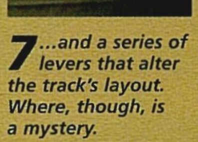
6 Inside, there's a vast map that should help you figure out where you are...



5 Before long, the cart will roll to a halt. Hop out and make a run for the control room.

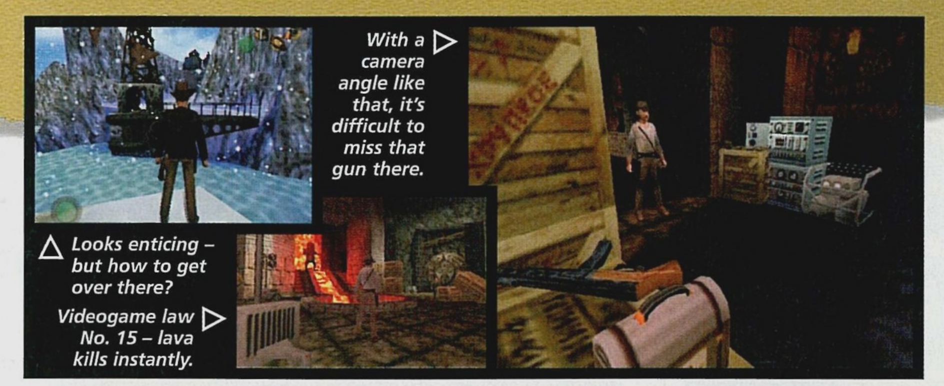


8 Sprint back to the cart and prepare yourself for another rollercoaster ride...



7 ...and a series of levers that alter the track's layout. Where, though, is a mystery.





With a camera angle like that, it's difficult to miss that gun there.

Looks enticing – but how to get over there?

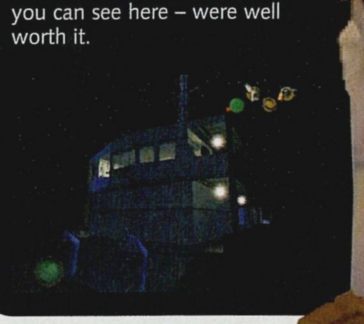
Videogame law No. 15 – lava kills instantly.



The lighting is truly breath-taking.

DUNGEON BUILDING

A unique Factor 5 process means that *Indy*'s incredible visuals are comparable to those on a £1,000 PC. "We had an idea," recalls Julian. "Rather than load each level off the cart in one go – which would limit the amount of detail – why not grab each bit of scenery only when we needed it?" It was a crazy idea, but it worked. "We showed Nintendo a demo of the camera flying through one of *Indy*'s early levels," recalls Julian, "and they were astonished." Applying that process to the whole game wasn't easy ("We had to fit two PC CDs worth of graphics onto just one relatively small cart"), but the results – as you can see here – were well worth it.



TOMB RAIDING

How easy was it to get Dr Jones up and running in the game? Allow Julian to explain...

SWING!

"On the PC, the camera was always directly behind you, and the levels were designed around that. Our free-roaming camera took ages to perfect, and in tight spots like this we had huge problems."



SHOOT!

"Indy's never allowed to shoot at innocent people – the auto-aim makes sure of that. Coming from Germany, where censorship laws are very strict, we're sensitive to videogame violence anyway."



COLLECT!

"The PC version had plenty of hidden secrets to find, so we've carried all of those over to the N64. But we've also implemented our own bonus system – quick, efficient play will be rewarded."



DRIVE!

"The Jeep and raft sections are a good way of breaking up the huge levels. Our minecart level is puzzly, too – it's not simply a case of driving forward and taking pot-shots at bad guys."





THE MAN
The movement of Dr Jones himself is spot-on in *The Infernal Machine* – which makes it all the more surprising that motion capture was totally avoided. "Good motion capture takes up a lot of space on a cart," explains Julian, "and we preferred to fill it with speech." Sadly, Harrison Ford priced himself out of the running – so a LucasArts impersonator was used instead.



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planet GAME BOY

NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET CAMERA AND PRINTER

REVIEWED THIS ISSUE!



HELLO KITTY CUBE FRENZY





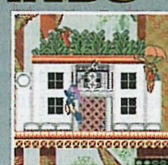
page 30

It's a big Hello to the nicest, cleanest, most inscrutably staring Kitty in the whole wide world.

BIONIC COMMANDO

page 31

Go go gadget guns! After making the Dirty Dozen list last month, let's see what the fuss was about.







ADVANCE UNVEILED!

FINAL COLOUR SCHEMES! ● MARIO KART VIA THE INTERNET! ● A MASSIVE NEW LAUNCH GAME!



PLUS!

- Mr Driller
  Game Boy version of legendary horror movie?
- 102 Dalmations
  Disney blockbuster on your Game Boy Color!



ISSUE 27
March 2001

Welcome to Planet Game Boy

If you haven't already, just glance across the page and check out the list of Game Boy Advance titles due within the next few months. Impressive, isn't it? Out of that lot there are at least ten I'd pay good money to own, which is nine more than Sony managed to put out for the PS2 launch.

The GBA is obviously going to be the best thing ever, but that doesn't mean every game will actually be worth playing. Apart from the obvious big names, and potentially decent titles such as Kemco's *Top Gear GT*, a lot of the remaining GBA launch games are just there to make up the numbers. Even if there are a couple of surprise hits, most of the big commercial successes will come direct from Nintendo, as has always been the case with handheld games.

But while they're busy crushing all opposition, one of the GBA's little documented features might restrict sales of *all* titles. There are loads of multiplayer games on the horizon, but to play them you only need to buy one copy of the game – the level data is downloaded to the other linked GBAs. That should please the Watchdog brigade!

Martin Kitts, Editor

planet GAME BOY
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Issue 27, March 2001
Editor: Martin Kitts
Contributors: Andrea Ball, Mark Green, Geraint Evans, Steve Jalim, Paul Edwards, Justin Webb

ZERO PROJECT

Game Boy Advance might be set to take over the world, but some plucky developers haven't given up on the old Game Boy Color just yet. Italian coders 7th Sense have put together a game engine which wouldn't look out of place on the GBA and pushes the ageing 8-bit hardware way beyond its supposed limits.

The game engine, dubbed the Zero Project, allows PC-style point-and-click adventures such as *Day of the Tentacle* and *Secret of Monkey Island* to be reproduced on the humble GBC without sacrificing graphical detail. Moving characters can be displayed over hi-colour static backgrounds, and the end result is incredibly convincing – if it weren't for the small screen dimensions, you could almost be fooled into thinking you were looking at screenshots from a PlayStation game.

Best of all, development times are minimised thanks to a specially designed coding tool which stitches together the digitised backgrounds, defines objects and routes and produces a finished, working game that requires minimal debugging. There are some classic PC titles just begging to be converted. *Leisure Suit Larry* on the Game Boy? Stranger things have happened.

There's more power in here than most of us had realised.



Obviously these scenes are just part of a technical demo.

The quality of these still images is incredible for a Game Boy.





Here's how an adventure game is actually constructed.



MOBILE MARIO KART

Latest news on the most eagerly anticipated GBA title suggests there's an awful lot more to it than meets the eye. Like an internet four-player link mode which will enable you to race against players all over the world…



It has the same bunch of players as the N64 version.



Driving towards the mansion from the Luigi Gamecube demo.

Mario Kart Advance will be compatible with the mobile adaptor so you can hook the GBA up to a phone and trade ghost data or even enter online championships.

The adaptor is currently only available in Japan, where mobile phones are cheaper and more standardised than in this country, but there's still a chance we might just see it released in Europe. Nintendo's latest release schedule has *Pokémon Crystal*, the game used to launch the mobile adaptor in Japan, set for a UK release in October. Whether the game will lose its online functions is unclear, but with so many upcoming GBA titles featuring internet options in Japan (almost all of Nintendo's in-house projects, plus around a quarter of the third-party games) it would be a shame if they short-changed UK gamers.





Look under the course map – two Shy Guys in a wigwam make a strange obstacle.

READY FOR LIFT OFF!

With just weeks to go before the March 21st Japanese debut of Nintendo's next-generation handheld, software developers have been working frantically to put the finishing touches to the biggest line-up of games ever assembled for a console launch.

Around 40 titles are expected to be released alongside the new Game Boy Advance, most notably two Mario games and a secret selection of Namco favourites rumoured to include versions of either *Tekken* or (more likely) *Ridge Racer*.

As expected, Nintendo's own software assault is fronted by *Mario Kart Advance*, but the big surprise is the unveiling of a new platform game called *Super Mario Advance*. Based on the SNES version of *Super Mario Bros 2*, the game has four playable characters (Mario, Luigi, Toad and Peach) and a selection of special items which must be pulled from beneath the soil. It's more than just a straight conversion, since it includes a new four-player battle mode as well as some *Mario Deluxe*-style extras and bonus features. We can't wait to get our hands on a copy.

The current list of titles in production, excluding a few mah jong and Shogi chess games we'll never see in the West, reads as follows. All of them should be ready in time for the UK launch in June/July.



There aren't many Mario games that allow you to ride around on ostriches.



The four-player mode should more than equal Super Mario Bros DX's.



The graphics are of SNES quality. Fantastic.

RELEASE LIST 2001

Nintendo
Mario Kart Advance
Super Mario Advance



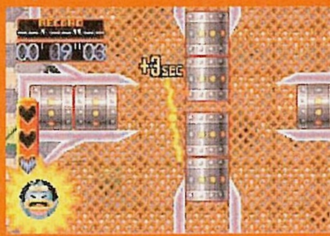
F-Zero Advance



Golden Sun



Napoleon



Kuru Kuru Kuru Rin
Game Boy Advance Wars
Fire Emblem
Horse Racing Creating Derby



Tactics Ogre Gaiden
Magical Vacation

Namco
Namco Museum Advance
Pac-Man Advance
Ms. Pac-Man Advance
Mystery title

Konami
Castlevania: Circle of the Moon
International Superstar Soccer
Wai Wai Racing Advance
Monster Breeder
Golf Master
Mail de Cute
Silent Hill
Star Communicator

Midway
Ready 2 Rumble Round 2
MLB Sluggers
NBA 2001
NFL Blitz 2002
NHL Hitz

Hudson
Bomberman Story
Pinobee
Momotaro Matsuri

Majesco
Earthworm Jim
Pitfall
Fortress
M&M's:Lost in Time



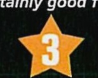
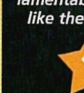
Iridion 3D
Jelly Belly
Caesar's Palace
Aerial Aces
F-18
Paintball

Others
Top Gear All Japan GT (Kemco)
Tweety and the Magic Jewel (Kemco)
I Am An Airport Controller (Tam)
Digi Communication (Media Works)
Pocket GT Advance (MTO)
Doraemon (Epoch)
Megaman EXE (Capcom)

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.



Link up a series of combos to get to the flower.



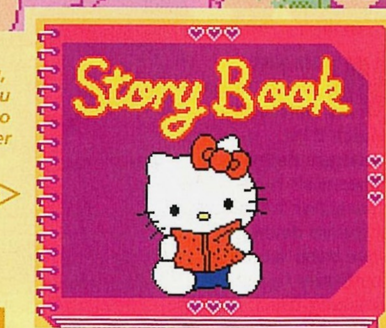
Probably after being subjected to a recent New Kid Co release...



You need the red block to fall into that gap.



It looks confusing, but all you have to do is keep her walking.



The more you play, the more story you'll open up.

Hello Kitty Cube Frenzy

From: Ubi Soft **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** March

You might not be aware of it, but Hello Kitty is something of a demi-god over in Japan, appearing on clothes, food and just about anything else you care to think of. We were just a little bit worried, then, to discover that the cute little missy was putting her trust in New Kid Co, the developers behind such gaming travesties as *Tom & Jerry* (PGB/26, 2 stars) and *Tigger's Honey Hunt* (N64/51, 36%), and it seems our fears were justified.

It's rather difficult to pinpoint *exactly* what's gone wrong with this because the actual idea is very simple. It's just that New Kid Co's execution is a little bewildering, and ultimately disappointing.

MASTERY *Instead of creating a simple and addictive puzzler, New Kid Co have made things far too complicated.*

It starts out looking simple enough, but as the blocks fall you'll soon be ripping your hair out.

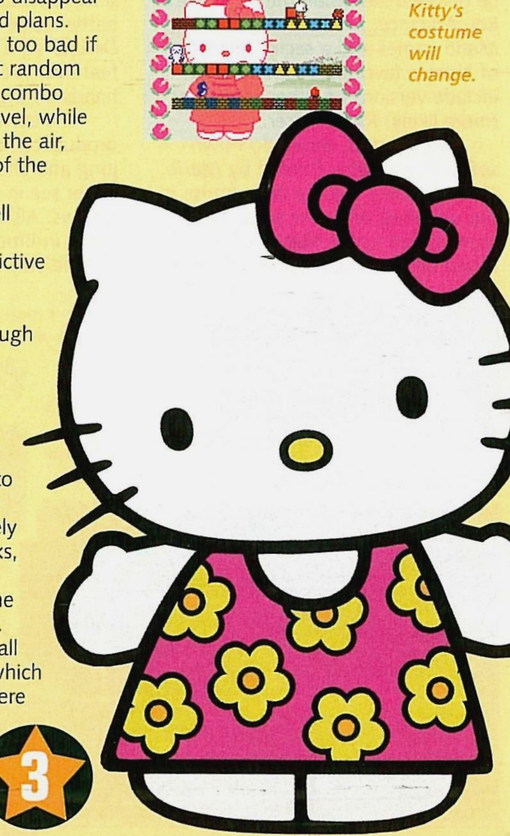
Your task is to guide a moronic Kitty (she'll move in just one direction until she hits an object or enemy) around a brick arena, collecting the fruity, flowery objects strewn around. You have to help her by placing blocks in her path so she can step up and reach the higher items, while simultaneously dropping blocks into gaps so that she can cross to pick up other objects. Once everything's been gathered up, you move on to the next stage.

The trouble, though, is that the developers seem to have gone a tad loco on the game's design. Placing three blocks of the same kind next to each other causes them to disappear – scuppering your best laid plans. This, in itself, wouldn't be too bad if it weren't for the fact that random bricks not involved in the combo decide to fall to ground level, while others choose to hover in the air, hindering the placement of the next brick configuration.

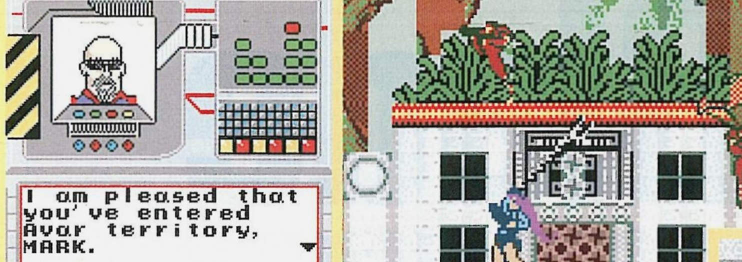
Sound confusing? Well you'd be right. Instead of creating a simple and addictive puzzler, New Kid Co have made things far too complicated. It's hard enough just trying to guide Kitty along, let alone battling against combo creation, enemies and irritating floating blocks.

If you don't manage to complete the level, you're left with a screen absolutely littered with random blocks, and little Kitty trapped between an enemy and the edge of the playing space.

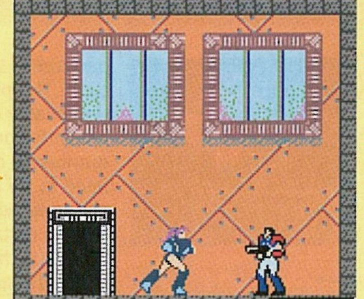
All that remains after all this confusion is a game which is fun in places, but nowhere near as engaging as the plethora of puzzlers that the small screen has to offer. And that's a real shame.



As you progress, Kitty's costume will change.



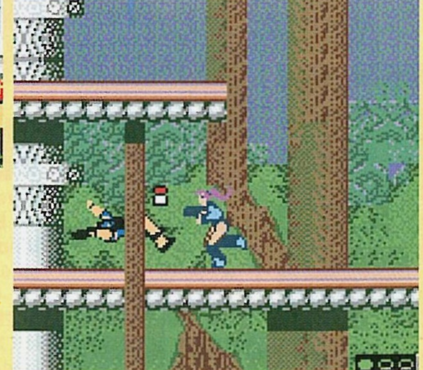
△ You can see just how pleased he is by that sour expression.



The odd friendly face breaks up the hordes of enemy guards. ▷



△ The Queen of the Swingers demonstrates her bionic skills.



Just two bullets will kill any guard – we almost feel sorry for them. ▷



The top-down shooting sub-game is reasonable fun, despite some fiddly controls. ▷

Later, the guards gain the handy ability to drop down a level. Yikes! ▷

Bionic Commando

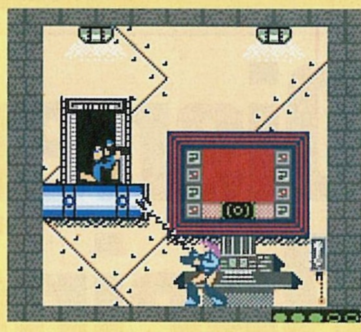
From: Capcom **Price:** £TBA **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

A retro update that gives a glimpse of what Capcom were up to before *Street Fighter* and *Resi*, *Bionic Commando* comes to you courtesy of *Ridge Racer 64* supremos NSTC. Happily, they're as at home with the GBC as they are with its 64-bit brother.

With its pretty side-scrolling 2D forest levels, *Bionic Commando* could easily be your typical run-and-jump Game Boy fare – if it weren't for the fact that you can't jump. Instead, via some gruesome and probably illegal operation, you've had an extendible mechanical hook grafted onto your arm. Attach it to platforms around you and you can clamber up to higher levels, drag yourself across gaps, or swing about *Tarzan*-style. And, as an added bonus, you can daze patrolling guards with your hook before lasering them to bits.

Unless you were wandering the arcades back in 1986 when *Bionic Commandos* first sprang to life, you're bound to find the controls awkward to begin with. Persevere, though, and the metal arm's ability to get you around the jungle at blistering speeds is hugely liberating. It *is* occasionally annoying not to be able to simply leap over gaps, and the game's odd attempt to 'guess' your next move is frustrating – we were repeatedly dropped down a platform into the arms of a waiting guard when all we wanted to do was duck. But otherwise you're left wondering why Capcom only ever used this brilliantly original system in a single game.

MASTERY *You're left wondering why Capcom only ever used this brilliant system in one game.*



△ You can tap into enemy communications in this room – but tread carefully in case of ambush.

For the most part, levels are a simple case of scaling platforms, seeing off the brainless guards, and exploring your hook's capabilities to the full against bosses, which range from bubble-spitting mechanical contraptions to hilariously egocentric robots. Like most retro games, it's fairly unvaried stuff – but, just when it threatens to get repetitive, NSTC chuck in a bonus game to spice things up. The sniper section – where you pick off distant guards and enjoy some surprisingly violent death animations – is top notch, and there's also a fun, if hardly groundbreaking, top-down blasting minigame.

One warning, though – with only 18 levels to grab, swing and catapult your way through, *Bionic Commando* is a disappointingly short-lived cart. Even with secret levels to open and a gratifying collection of bonus guns and items to track down – including the superb Steel Boots, which allow you to kill guards by swinging into them feet-first – there's little impulse to revisit the game after you've completed it. What there is of the game is tremendous fun – but if you want weeks of play for your bucks, *Bionic Commando* is best avoided.

Bionic Commando's only other fault is that it might disappoint fans of the original coin-op, who'll be used to faster, busier levels than those on offer here. Everyone else, though, should fill their lungs with this breath of fresh platforming air.

4

◁ Parachuting into the level – just like in the original Bionic Commandos coin-op. Lovely.

Not one of the game's prettiest moments. ▷

Blade



Shooter sections break up the action.

Carry out the missions in any order you like, but we advise caution for those rated 'Level 3'.

Be prepared to dish out a hardy slapping to everyone on a regular basis.

The more points you get, the more you can boost your abilities.

A viking helmet would be pretty handy here...

From: Activision **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Another side-scrolling beat-'em-up on the Game Boy Color, anyone? No, didn't think so. But, surprisingly, *Blade* is actually quite an entertaining little number.

Okay, so it's simply a matter of moving from left to right and using your limited array of moves to dispatch the hordes of identical oncoming vampire meanies. But it actually looks quite tidy, with a variety of well drawn locations and chunky character sprites – the animation on which is sufficiently fluid to prevent the game from feeling too cheap.

While it's not exactly the most original title in the world, the whole package is surprisingly tight. The plot, though undeniably cheesy, presents you with a number of decisions that need to be made – like choosing whether or not to help certain people – and your choice does affect the gameplay and, ultimately, the game's ending. You can also build up your character as you progress by upgrading various statistics, like your kung-fu skills, sword power and armour. All in all, decent enough additions which make this an unusually enjoyable side-scroller. Not bad at all.



"...Oh yeah, and I'm a cheesy, beetroot-faced Metallica fan."

3

Disney's Magical Racing Tour



This is as exciting as it gets. Hardly worth £25, is it?





No Mickey, no Donald, just, er, um... who are you again?

From: Activision **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now



Strangely enough, the fact that this particular peanut is driving on ice is of no consequence to the way he handles... Um, okaaaay...

Whoopee-frickin'-do. It's another Disney license, and this time it's been turned into a cutesy racing game. We're so deliriously happy, we can hardly stop ourselves from bouncing around the office and dishing out high fives aplenty... Um, yes.

What a tedious pile of cack this is. We despair, we really do. You choose from the most rubbish characters in Disney history – Amanda Sparkle, anyone? – enter a race, and then simply apply the accelerator, moving up and down the screen, laughing – or crying – hysterically as you negotiate the so-called 'tracks'.

Usually, you can at least count on a Disney license to *look* good, but in this case the developers couldn't even get that right. The characters look *nothing* like they should, resembling, instead, little peanuts sticky-taped to the back of a Micro Machine. We might be able to forgive this if the game actually played well – but it doesn't. The handling of the carts is diabolical and it's so basic that by the time you get to the second lap of the first race, you'll be gagging for the finish line.

Again, another instantly forgettable Disney title you should steer well clear of.





Ahh, the finish line! Now turn of your GB, go back to the shops and swap it for TOCA.

Mr Driller



If you drill through to that air phial, make sure the 'X' box doesn't fall on your bonce.



One more 'X' box and that row will disappear.

We wouldn't advise getting into too many situations like this. You'll lose too much air.

From: Virgin **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

Left, Mr Driller. Head left and then drill as quickly as you can!



We've missed an air phial here and that 'three' means we're about to expire. Doh!

As a puzzler on the Game Boy, Namco's *Mr Driller* faces some tough competition – to square up to the likes of *Tetris* and *Bust-a-Move 4* it needs to be something just a little bit special. Unfortunately, while it's certainly mildly diverting, there's something definitely missing here.

The meat of the game, as with so many other puzzlers, involves joining a series of coloured blocks together to make them disappear and, in turn, bring about chain reactions. To add to the excitement, there's limited air, so the space-suited little fella needs to pick up the air cylinders encased in the blocks as he drills. There are also 'X' blocks dotted round each stage that use up lots of air to drill through. Cunningly, these blocks are often to be found surrounding the air cylinders, so Mr Driller's trickiest task is working out how to get four or more 'X' blocks together to get rid of 'em.



Lucky we're not stood to the right.

The problem though, is that it doesn't seem to matter whether you actually spend any time thinking about your moves, or just race through as fast as you can, hoping that a block doesn't land on your bonce. And there's no real learning curve – the first lot of blocks you face are actually quite tricky, but get into the game a bit and you'll come across a stage where drilling through just a few has you tumbling practically all the way to the bottom on the back of huge chain reactions.

It's addictive enough – we wasted a whole afternoon drilling away – but unless you're a real puzzle addict, you'd be better off sticking to the classics.



102 Dalmations
Puppies to the rescue

From: Activision **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

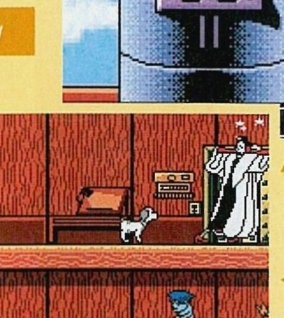
What are Activision trying to do to us? This is the second Disney-derived title we've had the misfortune to play this month, and it's another *complete* waste of time.

It's the usual tedious affair: jump, scroll, jump, collect, evade enemy, jump some more… ooooh! moving platform, jump, jump… Yaawwwwwn! And all this, just to rescue trapped puppies otherwise destined to be turned into fur coats and earmuffs. To be brutally honest, if there's 102 of the little blighters, why not just let a couple fulfil their destiny as luxurious fashion accessories for the rich and famous – at least that way we won't have to suffer another dull platformer out of the Disney cash-cow barn.

Bland backgrounds, uninspired level design and absolutely *nothing* that sets this apart from the massive selection of Game Boy platformers already out there mean you'll struggle to summon the will to progress further than the first level. We've all played this a million times before, so do yourselves a favour and spend your notes on something more deserving.

2

Stun foes for a couple of seconds by barking at them.

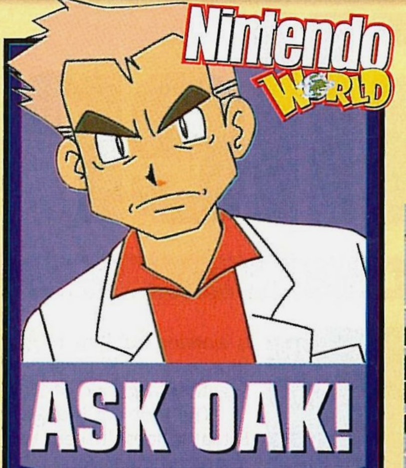


The varied locations are little incentive to play.

If only we could be Cruella and skin the puppies…

We want your Game Boy tips! Send them to: GB Tips, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. The best one each month will win an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk).





ASK OAK!

"Once again it's been your import copies of *Gold* and *Silver* that have caused the most head-scratching over the last few weeks. Read on for some welcome relief..."

Craig Pitt, Northampton: What is the switch combination in the Radio Tower Basement?
Prof. Oak: If you simply want to progress through to the next bit, try 3-2-1, but I also recommend the combo 2-1-3-2 to pick up a handy Smoke Ball before you move on.

Luke McGregor, email: In *Gold*, how do I evolve Slowbro and Poliwrath?
Prof. Oak: Erm, you're going to be a long time trying with that one, Luke – neither Slowbro nor Poliwrath will evolve into anything, although there is a tenuous link between these Pokémon types. You can, for example, evolve Slowpoke into Slowking by trading him together with the King's Rock. Making the same exchange with Poliwhirl will result in you getting a Politoed.

Amy Collins, Newport: In issue 50 you said you can evolve Togepi into Togetic by keeping him happy. Are there any other Pokémon that this works with?
Prof. Oak: Yup, there certainly are. Have a gander at this lot...
Eevee (day): Espeon
Eevee (night): Umbreon
Chansey: Blissey
Golbat: Crobat
Cleffa: Clefairy
Pichu: Pikachu
Igglybuff: Jigglypuff

Vexed by a Poképroblem? Ask the Prof! Write to: Ask Oak, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

San Francisco Rush 2049

The GBC version of Midway's futuristic racer sadly ain't up to the high standards of its N64 sibling – in fact, it's a bit of a stinker. But you can always use the following passwords to shorten the experience.



LEVEL PASSWORDS
Track 2: MADTOWN
Track 3: FATCITY
Track 4: SFRISCO
Track 5: GASWRKZ
Track 6: SKYWAYZ
Track 7: INDSTRL
Track 8: NEOCHGO
Track 9: RIPTIDE





Spider-Man

PASSWORDS
Venom and co. giving you a bit too much grief, Spiderfans? Try these on for size, then...

Venom password: H4BBC
Venom defeated: GVBF
Lizard defeated: QVCLF
Lab: G-FGN
Final level: S8KR6



Aladdin

LEVEL CODES
Stuck? Use these passwords to transport yourself around the exotic locales of this Disney platformer.

Level 2: 130B
Level 3: 231B
Level 4: 332B
Level 5: 433B
Level 6: 534B
Level 7: 635B
Level 8: 736B
Level 9: 837B
Credits: 938B





GB Action Replay codes

Pokémon Pinball

Ball saver always on
91ffa4d4
91ffa3d4
91ffa2d4
91ffa1d4

Infinite time
91057ad5

Infinite balls
01029dd4

Infinite dual Pika kickback
01291dd5

Bonus Mew points (Mew cannot be caught, but is worth 3 million per hit)
919679D5

Catch Mewtwo
919579D5

Catch Dragonite
919479D5

Catch Articuno
918F79D5

Catch Zapdos
919079D5

Catch Moltres
919179D5





WIN!

30 GAME BOY GAMES! 10 ACTION PACKS! 50 LINK CABLES!

N64 have teamed up with EON Digital Entertainment, Electronics Boutique and Joytech and gathered together a whole pile of goodies to give away to a stack of lucky readers.

The first ten names plucked out of the box will win a copy of three – yes, *three* – top Game Boy titles: *Monkey Puncher* (**PGB**/24, 4 stars), *Puchi Carat* (**PGB**/19, 4 stars) and *Qix Adventure* all from EON Digital Entertainment. They'll also be the lucky recipients of a fancy Action Pack from Joytech, complete with a rechargeable battery pack and adaptor, a dual link cable, a light magnifier and a GB holder. Fifty runners-up will each receive a tasty 1.8m link cable – perfect for two-player gaming. If you fancy grabbing a prize then just answer this ever-so-simple question…

What was the name of Michael Jackson's pet chimpanzee?

a) Truffles
b) Bubbles
c) Janet

Now fill out your answer together with your name and address in the handy form below and then, as a tie-breaker, in no more than 25 words tell us why you'd like your very own simian pet – if you need more space, just continue your answer on a separate piece of paper.

Over 50 chances to win a prize!

EON DIGITAL ENTERTAINMENT
JOYTECH
electronics boutique

ENTRY FORM

My name is... ....

I live at... ....

I reckon the answer is... ....

And I would like my own simian pet because... ....

Send this form to:
I'm forever blowing bubbles Compo,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

Winners will be plucked from Alan's long black wig on 21st March and we'll reveal their details in issue 55.



N64 MAGAZINE ARENA

POKÉMON PUZZLE LEAGUE

First UK review of Nintendo's new puzzler! Gotta match 'em all!

GO TO PAGE 38

POWER RANGERS LIGHTSPEED RESCUE

Avoid like an evil disease! Here's where we explain why...





GO TO PAGE 43



Don't forget to visit the IMPORT ARENA

The games they're playing in America and Japan.



POKÉMON STADIUM GOLD/SILVER



Stunning 3D battlegrounds for your 100 new monsters to fight in.

GO TO PAGE 44



MARIO PARTY 3



Mario throws another minigame bash, but is it worth showing your face?

GO TO PAGE 48

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

April May Nov

COST: £40

THE INFO BURST

Look for this on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's on sale, and how much it costs.



N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge. v3 only

Can't wait for a UK release?

Look out for this logo which tells you if you can play an import game on your UK machine using a Passport convertor, along with the code you'll need (if one's necessary). CA Games (**0141 334 3901**) should be able to help with all your import – and UK – N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...
The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ ● Amazing levels.
– ● Appalling music.

If you like this...
Mickey Mouse 64
Rare
N64/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN

VERDICT



90%

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.

85% and above
*Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

*The arrival of Pokémon Puzzle League in the office encouraged Team **64** to try their hand at block-bashing. The fools.*



ANDREA BALL
Andrea might look innocent, but she's ruthless in battle. Ash's face explains exactly what she's just done with The Big Stick™.
GAME OF THE MONTH Puzzle League

JUD WEBB
Why didn't Jud choose to wear a medallion like Lt Surge here? "I didn't want to look stupid," he explains. Ah.
GAME OF THE MONTH Puzzle League

MARK GREEN
Greener took the 'Gotta catch 'em all!' idea too literally. "My arms ache!" the newly-bearded buffoon cried aloud.
GAME OF THE MONTH Mario Party 3

DARK MARK
"This large hood makes seeing those tiles rather difficult," complained the dark one. "Er, I mean, grrrr!"
GAME OF THE MONTH Power Rangers



GERAINT EVANS
Geraint wouldn't let one failure stop him trying again. "I adopt the same policy with the ladies," he winked.
GAME OF THE MONTH Stadium G/S



PAUL EDWARDS
Paul took Prof Oak's place as the game's tutor. Oak himself was last seen catching radical waves off the Cornish coast.
GAME OF THE MONTH Puzzle League



ALAN MADDRELL
The same clenched eyelids, a similarly ridiculous haircut – the only thing Brock's got that Alan hasn't is a set of friends.
GAME OF THE MONTH Mario Party 3

STEVE JALIM
Even Steve's world-famous Quasimodo impression couldn't persuade little Pikachu to join him in battle.
GAME OF THE MONTH Puzzle League

PREVIOUSLY IN N64

Mark reviewed the US version of *Pokémon Puzzle League* in **N64**/48.



PIKA – I CHOOSE YOU!
Perhaps the one and only disappointing thing about *Puzzle League* is the fact that your choice of character or Pokémon has absolutely no significant bearing on the way the game plays. All that happens is a change in sound effects and background graphics. So instead of "Pika Pika Pika" every time you get a combo, you'll hear "BUULLLBA!" instead. Shame that.



Combos like these make Jiggly temporarily halt the rise of blocks.

Try again? Well, that depends on how much hair we've got left. The challenges really are very tricky.

Brock's going to be trashed soon. Boulder Badges all round, then!

Under normal circumstances, Pika would give Staryu a good kicking.

Ash rushes to the Puzzle Village, desperate to prove his worth.

Team Rocket crop up all too often, in some very dodgy clothes...

You can even access character profiles and hear their own and their Pokémon's calls.

POKÉMON PUZZLE

N64 MAGAZINE STAR GAME

Pukka Pika puzzler? Pretty please.



INFO BURST

POKÉMON PUZZLE LEAGUE

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Feb	Now

COST: £40

Puzzlers are a rather strange breed. Generally forsaking spectacular graphics for basic, old-fashioned addictiveness, they hide the kind of compulsive gameplay which would normally warrant extensive therapy sessions.

Thankfully, *Pokémon Puzzle League* delivers all this and more. And we should know, we've been playing it solidly since the American version arrived in the office five months ago. So, turn the page and find out exactly what all the fuss is about...



Tracey teaches you about the combos in Mimic Mansion.

Ha ha! Looks like our opponent won't be getting out of that one in a hurry.

Hmm, looks pretty bleak. A barrage of multi-coloured blocks ought to liven the place up, though.

PUZZLE LEAGUE VILLAGE

From the main screen you can work your way through each of the areas and challenges, after which you'll be a bona fide puzzle master.

PUZZLE UNIVERSITY



Possibly the hardest challenge of the game: attempt to get rid of all your blocks in a set number of moves. Easier said than done.

STADIUM – TWO PLAYER



This is where Puzzle League takes off. Stock up on insults before tackling a mate – these bouts can get violently frantic at times.

STADIUM – SINGLE PLAYER



The main tournament. Ash must battle his way to the Grand Master and show him who's boss. Simple to start with, but just you try it on 'Hard'.

MARATHON



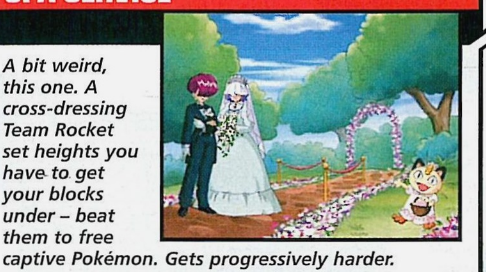
Just keep on going until the speed simply gets too much to bear. It's worth spending some time here practising before venturing any further.

PROF OAK'S LAB

This should be your first port of call. The Prof will go through all the rules step-by-step. Listen carefully, because on the later stages you'll need all the help you can get.

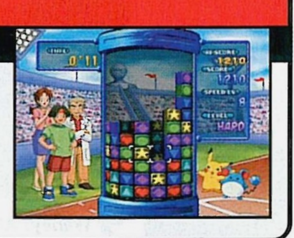


SPA SERVICE



A bit weird, this one. A cross-dressing Team Rocket set heights you have to get your blocks under – beat them to free captive Pokémon. Gets progressively harder.

TIME ZONE



As Oak and co. look on, it's your task here to rack up the most points possible within a set time limit. Surprisingly good practice.

MIMIC MANSION

Tracey will guide you through certain combos and all you have to do is copy his moves. Extremely helpful when learning the ropes.



PRETTY AS A PICTURE

Unlike the majority of puzzlers, Nintendo have really made an effort with the way the front-end looks. You're treated to a TV-style intro, and in the game itself all the character and background art is faithful to the show.



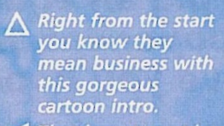


Even the tutorials are great, giving you easy-to-follow, step-by-step instructions.

These stills chart your progress as you try to free the captive 'mon.

The backgrounds all lend a spot of variety to each stage while your chosen Pokémon cheers you on.





Right from the start you know they mean business with this gorgeous cartoon intro.

The character art is excellent: the Viking Team Rocket are taken straight from the film.





Many of the characters from the series are here, and they really do help to make the Puzzle package complete.



PILE ON THE PRESSURE

Find a mate to play with and you can engage in some serious pride-bruising. Since *Puzzle League* arrived in the office, we've screamed, cheered and cried our way through many a lunchbreak…

1 First up, choose your favourite character. We always go for the freaky looking ones, but it really makes no difference.



2 Now choose your favourite Pokémon – this determines the combo sound effects. Let the battle commence.

3 You always start with an identical playing area, so you've got no excuse if you fluff it.



4 Steve gets off to a good start with an early mini-combo. A pile of orange garbage drops into the opposing pit.

5 Looks like Steve's on fire here. Three combos later and Alan's pit is looking a little chock-a-um… block. [Sorry – Ed]

6 But Alan swiftly fights back with three combos in a row, filling Steve's nearly depleted pit with yellow trash and causing the little fellow to quiver in anger.



7 Wahey! Alan pulls it back with a cheeky threesome, clearing his rubbish pile. Steve looks like he could be in trouble here…

8 …but, amazingly, he manages to break down his garbage pile with a well placed chain combo, leaving Alan in a whole world of hurt.







9 And it's all over. Unable to cope with the pressure from Steve's 'thumbs of speed', The Badger bottles it as his pit fills to bursting-point.

10 Insults are normally traded before the 'rematch' taunts kick in, but by the mad look in Steve's eyes we'd advise against it. Poor Alan.

There are some gamers who couldn't give a monkey's about puzzlers, instead preferring to blow things apart with meaty lasers. But there are lots of people who simply can't get enough of them.

More recent converts with a craving for that three-of-a-kind-combo thing will probably sing the praises of *Bust-a-Move 3* (**N64**/24, 82%), but for the veteran puzzler, *Tetris Attack* on the SNES was an equally satisfying experience.

Good news, then, considering that the 1995 classic provides the template for Nintendo's latest Pokémon-branded brain-tickler. And while it's still wickedly addictive, and features the same solid gameplay, Nintendo have fleshed out the whole package with some great extras that will challenge even the most experienced puzzle fan – whether you're a Pokémon enthusiast or not.

LIFESPAN **Find an equally matched opponent and Puzzle League will have you hooked for months.**

Much like every other puzzler under the sun, *Pokémon Puzzle League* requires you to link up blocks of the same colour into batches of three or more. The more blocks you match, the faster you can clear your play area. All the while you're faced with a slowly rising level of blocks and an opponent – either CPU or real – who's simultaneously attempting to clear their own screen. Every time either of you racks up a big combo, your 'garbage' gets dumped on top of the blocks on the other player's screen. The idea, then, is to fill your opponent's area with as much combo-induced rubbish as you can, while clearing your own area at breakneck speed.

Brock isn't exactly the toughest opponent. The Master, however...

Okay, so we made this giant combo up at the Uni. But it sure is pretty...

You're challenged by each character before you battle.

Your rival is the first challenger in Tournament mode and is always game for a complete pounding every time.

Getting busy with the Spa Service mode. Set those Pokémon free!

This might look tricky, but it's actually one of the easier challenges.

Finish this in two moves to get to an even more frustrating puzzle.

We'd rather not know what Prof Oak's up to in this one.

So, if *Pokémon Puzzle League* is just the same as every other puzzler out there, why should you bother checking it out? Well, there are several reasons. Firstly, it's positively bursting with options. While the basic premise remains the same, there are loads of different challenges to get your teeth into, from the standard Tournament mode through to the brain-meltingly difficult Puzzle University where you have to clear your blocks in a set number of moves.

Play all the different styles and you'll really hone your skills – when you return to the Tournament mode you'll be racking up huge combos left, right and centre.

In addition, there's the multiplayer, and it's here that *Pokémon Puzzle League* really comes into its own. Battling it out against a mate makes for a ridiculously frantic experience. And nothing can be more satisfying than snatching a last-minute victory after being on the brink of a sweaty-palmed defeat. Find an equally matched opponent and *Puzzle League*'s basic but compelling gameplay will have you hooked for months.

In all honesty, it's extremely difficult to find fault with *Puzzle League*. Nintendo haven't skimped in any area: the backgrounds on each screen show faithful renditions of all your Pokémon favourites; the sound is perfectly cute and chirpy and there's an ideal learning curve. For puzzle fanatics and Pokémon fans alike, this is not to be missed.

N64 STAR GAME

GERAINT EVANS

pluses & minuses

+
- Excellent presentation.
- Addictive and compelling.
- Very challenging.
- Great two-player mode.
- Loads of options and modes of play.

–
- May not appeal to non-puzzle fans.
- You really need a mate to play with.

If you like this...

Bust-a-Move 3
Acclaim
N64/24, 82%
Another accomplished puzzler – boasts a four-player mode.



8 VISUALS
Basic, colourful and faithful to the Pokémon universe. Sweet.

8 SOUNDS
Cute and chirpy effects with suitable background ditties.

5 MASTERY
The N64 can do much better – but for a puzzle game, what's the point?

8 LIFESPAN
Later stages are *very* tough and the two-player never fails to amuse.

VERDICT
The finest puzzler on the N64. Simplistic enough to be addictive, with enough depth to last.





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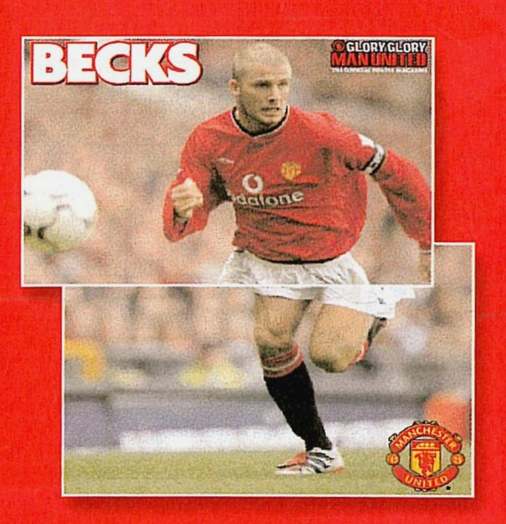
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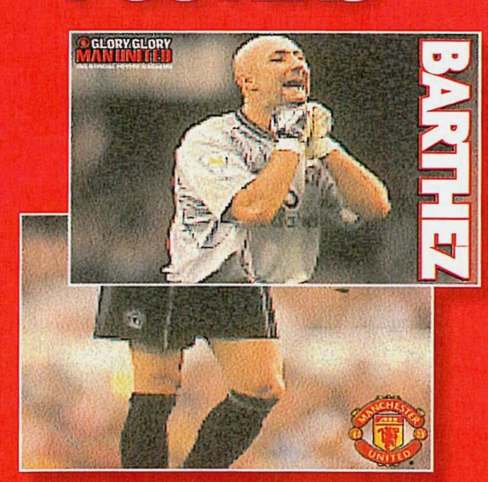
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OLLIE'S COOL NIKE BOOTS
& COLEY'S WRONG NUMBER!

AVAILABLE AT YOUR LOCAL NEWSAGENT NOW!

PREVIOUSLY IN N64 We last stared in horror at *Power Rangers* back in N64/41.

The quality of the cartoony cut-scenes had us sobbing.

This camera angle is only used in demo mode. What a swizz.

It's the attack of the poorly-animated wasp men! Run away!

Hard to believe, but Power Rangers is worse even than Superman.

Some of these horrific driving sections take five minutes to end.

The camera flips in and out of first-person at random.

DOUR RANGERS

Three reasons why *Power Rangers* must die.

DRIVE
Trundle left-to-right on this utterly dull 'Vehicle Rescue' level, steering 'up' and 'down' to rescue inanimate hostages on the pavement. Keep your eyes open for the jerky enemy spaceships, which seem to have escaped from a 1980s coin-op.

FIGHT
These first-person battles have to be seen to be believed. It's you – as a tower-sized Megazord robot – against a beefy enemy automaton, and everything from the animation to the ridiculously weedy weapons is utterly dire. Also available in two-player. Yay!

FLY
Take to the air in the Green Ranger Hover Jet, with the camera stuck firmly behind you, and, incredibly, the C-buttons used to raise and lower the craft. Find all the crates if you can – they're cunningly hidden in the middle of open roads.

POWER RANGERS LIGHTSPEED RESCUE

As expertly crafted as the TV show.

When a publisher quietly slips a game into the shops without sending us a review copy first, it's always a bad sign. So it's no surprise to discover that *Power Rangers* – which THQ assured us had no definite release date, even while they were sending boxed copies to retailers – is painfully, pitifully inept.

This 'game' comprises four different styles of play, each as chronically substandard as the last. The 'Ranger Rescue' mode is the most notable, featuring a Power Ranger stumbling about like a string puppet, firing at constipated man-wasps and wandering from one blip to the next on the otherwise barren radar. But, for your £40, you also get an uncontrollable hoverjet race, a left-to-right driving section that would have looked laughably primitive 20 years ago, and jerky first-person battles against Lego-like robots with names like 'Lectronic Trembler'.

From the brainless foes to the terrible level design, the way that *Power Rangers* makes a hash of even the most simple gameplay elements simply beggars belief. The controls are barely adequate, the camera refuses to budge from unhelpful fixed positions, and – most staggering of all – it's possible to complete some stages in fewer than ten seconds by simply stabbing at the fire button. Then, just when you think *Power Rangers* has dealt its final blow, you're given a last kick in the teeth when the final level arrives after a gobsmacking 60 minutes of fun-free play.

Perhaps *Power Rangers*' most staggering achievement is that it took 18 people over a year to put it together, when a chimpanzee locked in a room with a calculator for three weeks could have done a better job. Steer *well* clear.

MARK GREEN





That's a 'nuclear spill' on the left there. Just rubbish.

pluses & minuses

+
- We never have to play it again.

−
- Appallingly old-fashioned gameplay.
- So boring it hurts.
- Eye-bleedingly bad visuals.
- Power Rangers stopped being popular five years ago.

If you like this...

Rugrats in Paris
THQ
N64/51, 67%
Much better entertainment for the kids.

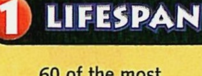


2 VISUALS
Bland, featureless scenery and some truly laughable animation.

1 SOUNDS
"Three… Two… One… Go!" And that's about it.

1 MASTERY
The *Power Rangers* team ably demonstrate their total lack of talent.

1 LIFESPAN
60 of the most bitterly tedious minutes of your life.



VERDICT
More a form of torture than a game, *Power Rangers* is ugly, crude and all but unplayable. Get it out of our sight.



The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64 We previewed the delights of *Pokémon Stadium Gold/Silver* in the last issue of **N64**.



Entei uses Gust to bring another weak opponent into play.

We're not exactly sure what it's done, but it does look pretty.

The special effects are some of the best we've seen on the N64.

Ledian goes psychedelic on us. Sunglasses for all, then!

Togepic is much more powerful than the puny, egg-like Togepi.

Unfortunately, some of the options are too difficult to understand.

N64 MAGAZINE STAR GAME

VETERAN



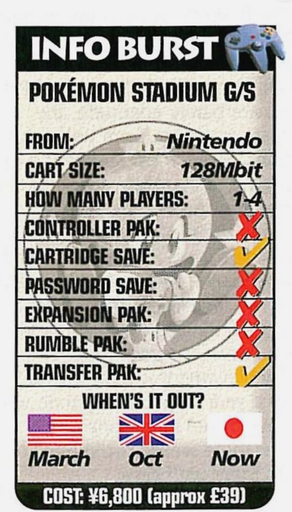


Here they are in their rendered glory. Charmander looks meaner, though, and ready to give that upstart badger a good roastin' – the daft shrew-like creature actually looks half asleep. Andrea gives us the evils. We shut up… (Gulp.)



POKÉM GOLD/

Float like a Butterfree,



INFO BURST

POKÉMON STADIUM G/S

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✓

WHEN'S IT OUT?

US	UK	Japan
March	Oct	Now

COST: ¥6,800 (approx £39)

C'mon, admit it, you're all just as excited as we are about this. The original *Pokémon Stadium* went down an absolute storm all over the world: the chance to breed your Pokémon on the small screen and then battle them against others in gloriously rendered 3D was enough to leave even the most hardened sceptic quivering at the knees with excitement.

N64 PASSPORT COMPATIBLE
CODE E93E0658 0000
You can play this on your UK machine with a convertor cartridge.
v3 only

So, despite the obvious language limitations, this updated version – *Stadium Gold/Silver* – managed to single-handedly cut the productivity rate of the **N64** team by a massive 75%. (It was also responsible for loud shouts from the office's dedicated gaming corner.) Not convinced? Read on…



Baby battlers are great for getting started.

G/S's Surf animation is a great improvement over its predecessor.

VS NEW WAVE PRETENDER

To settle tea-making duties for 2001, a Pokébattle seemed only natural. Most of us prefer fiery veteran, Charmander, but Steve and Andrea favoured newcomer Cynaquil…











The battle commences with trademark fiery exchanges from both Pokémon – Team Geraint chuckle with glee as Cynaquil appears to emerge a little worse for wear. As they suspected, the 'mander's still got it where it counts.

Cynaquil changes tactics and gets digs under the arena floor. Alan hurls abuse at Andrea's underhand tactics while Charmander's Scratch attack does nothing. Cynaquil gets nasty and thumps the orange wonder. Ouch.

Another Scratch attack from Charmander sends the fiery porcupine tumbling. Geraint can already taste a glorious victory for the ageing veteran. While he sings the little fella's praises, Andrea and Steve sulk. The rest of the **N64** office laugh.

A-ha! The killer blow. Geraint and co. leap around with excitement as… er… oh. Maybe not then. Andrea 'The Coward' Ball cunningly manoeuvres spiky Cynaquil underground once more. Looks like the opposition could be in trouble…

Thought so. Despite the match being a close call, Andrea's evasive tactics pay off and she gives Charmander another battering. He waddles around on the spot until keeling over and fainting. Umm, cup of tea anyone?











ON STADIUM SILVER

sting like a Beedrill.



◁ *We really can't wait for the translation…*

△ *Aipom turns his back and gets levitating. We don't fancy the opposition's chances.*

◁ *Tyrogue goes back to basics and slaps the living daylights out of the cheeky Igglybuff.*



GO! GO!

MONSTER MINIGAMES

Again, minigames offer a welcome diversion from the battles. Check out these new treats...



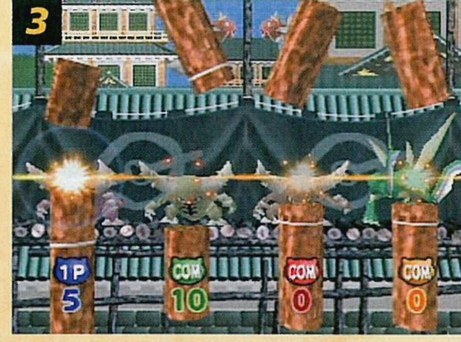
BIG-SCREEN BEAUTY
You'll be pleased to hear that GB Tower, where you can play the Game Boy version of *Pokémon* on your N64, makes a return in *Stadium G/S*. And because they can run in colour, *Gold* and *Silver* look much better on the big screen than *Red* and *Blue* did. Makes you realise just how far the series has come since it hit our shelves just under two years ago.

1 The object of this game is to jump into the centre to claim the piece of fruit for yourself. It's all down to your quick reflexes.



2 Hitmontop's spin frenzy game is much like the ball-bumping Mario Party 2 minigame. It's up to you to force your opponents out of the arena.

3 Scyther and Pinsir are the stars of this reaction-based challenge. Try to cut the log dead on the line for maximum points.





4 Catch the eggs in Chancey's pouch as they fall, while watching out for the explosive Voltorbs. Bonzer!

5 Our favourite so far. This is a four-way variation on air hockey where you have to force the balls past your opponent with some wicked after-touch.



6 This is a pretty basic Pokémon-counting game. They race past the screen at light speed, so it's a little bit tricky.

As you can see, Snubble made very light work of our challenger.

Ampharos is one of the better new Pokémon and a tough opponent.

One of the main differences. The detail on the Pokéball sequence is astounding.

Oh dear. Mareep is no match for Phanpa's deadly Earthquake ability. Nasty.

You can't see it, but the animation is far better, with special effects galore.



Well, the latest instalment of *Pokémon Stadium* has finally arrived in Japan and despite the fact that we're totally baffled by the incomprehensible text, we're confident that it's going to be just as popular as the original.

First things first. Switch on your N64 and *Stadium G/S*'s most notable feature will wallop you straight in the chops: the visuals are so shiny and smooth. We were suitably stunned by the first game (actually *Stadium 2* in Japan) but this time round everything looks *even* better. The hi-res graphics – even without the help of the Expansion Pak – are gorgeous, and the incredible new attack effects will leave your eyes watering.

Going straight for the jugular, we headed for the main area, where you can participate in minigames or take on the Gym Challenges and battle for the all-important cups. It's immediately obvious that Nintendo haven't simply opted for a simple, 'grab your cash and run'-style update. Of course, this is in part due to the 100 extra Pokémon now available – taking the total to a monstrous 251 – but there's also the hugely improved presentation which far supersedes anything offered in the original, plus a wealth of new options.

As usual, the 'rental' Pokémon are still available, but as anyone who's played the original knows, to get the most out of this game, you *have* to be fully acquainted with the Game Boy adventure. Nothing can be more satisfying than spending days battling and trading your little critters on the small screen, preparing a personalised troop of six perfect monsters, and then witnessing them in a hell-for-leather smackfest on the dusty arena floor.

The battles themselves are, of course, where it's all at. Despite not having a clue what we were doing, we weren't disappointed. The attack animations are superb throughout, with an astonishing array of special effects, and there are individual 'faint' sequences for *all 251* of the Pokémon – considering the standard of the visuals, that's no mean feat.

VISUALS *The attack animations are superb throughout, with an astonishing array of special effects...*

Unfortunately, though, as far as this particular import is concerned, the language barrier *is* a serious problem. The commentary is utterly incomprehensible and it's very difficult to figure out the best moves to select. The menu screens and



Phanpa is certainly one of the strongest 'baby' Pokémon on offer.

Entei is difficult to catch but rewarding if you manage it.

Meganium's attacks are limited, but very effective in the latter tournaments.

Milk Tank has some seriously weird attacks on offer.

The 'Baby' Cup only lets you battle the little 'uns.

Definitely one of our favourites. Mantine is an effective Water type.

information bars are exceedingly difficult to decipher – we had to use a process of trial and error to painstakingly check every statistic, and then scribble down notes so that we could remember exactly what every option meant. More importantly, using the Transfer Pak was a real chore.

Don't get us wrong. *Pokémon Stadium G/S* is a Pokéfan's dream, improving every aspect of the previous title. But it's best to treat it as a taster of what's to come once the game's been translated. You should be genuinely excited – and feel free to drool over the stunning images dotted about these four pages – but unless you're fluent in Japanese don't be tempted to rush to an importer to get your hands on a copy. The translated version will be well worth the wait.

GERAINT EVANS

Spot the difference

The *Stadium* series really has come on in leaps and bounds since the original – remember that this is technically the third instalment. Have a gander below and compare your own version to this.






THE MAP SCREEN

The main screen. All the old favourites, like GB Tower and the Gym Challenges, are here, only this time there's loads more to explore.



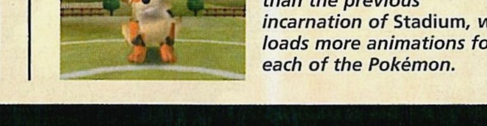
GYM CHALLENGE

The Gym Challenge doesn't look as sinister, but it's certainly much harder to beat. Rental monsters won't stand a chance.



POKEMON

Of course, this is the main difference between the two games. It's bursting with new monsters and you'll be glued to it for months.

VISUALS

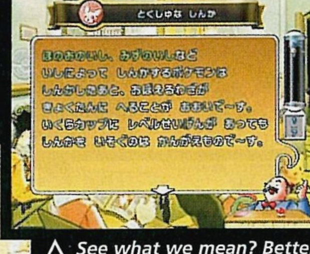
Gold/Silver *is much crisper than the previous incarnation of Stadium, with loads more animations for each of the Pokémon.*

JE NE COMPRENDS PAS

Actually, there's no French in here at all, but it's *still* bloomin' difficult to understand in places. Take a look at these and you'll understand why. There are loads of stats, menus and settings to get your teeth into, making certain parts of the game impossible to appreciate in full. If you're so impatient that you have to rush out to buy the Japanese version… well, don't say we didn't warn you.



Even with a vague idea of what's going on, you'll still be stumped.



See what we mean? Better wait for the translation, eh?

Your bedroom. Again, we have no idea what to do.

pluses & minuses

+
- Oodles of new features.
- 100 new monsters.
- Compatible with all GB adventures.
- Visually splendid.

−
- You'll need GB G/S to appreciate it fully.
- That commentary… aaargghh.

If you like this…

Pokémon Stadium
Nintendo
N64/41, 90%
The original monster battler.



ACCESSIBILITY

Difficult to recommend thanks to its text-heavy menus.

9 VISUALS

Top-notch. Gorgeous animation and perfect presentation throughout.

7 SOUNDS

Okay. Still a little lacking… and the commentary's back with a vengeance.

8 MASTERY

Not exactly pushing the machine to its limits, but there's certainly loads in here.

8 LIFESPAN

As long as you have *G/S* for Game Boy and a willing friend, you'll be at this for months.

VERDICT



A Pokémaniac's dream come true, but we advise waiting for the English version if you want to get the most out of it.

90%



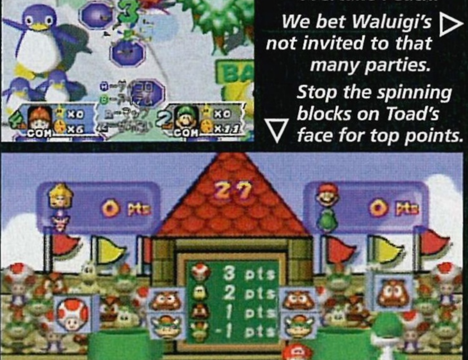
PREVIOUSLY IN N64 Our last invite to *Mario Party 3* was in N64/51.

STUMPED
We've cruised through previous Japanese versions of *Mario Party*, but *MP3*'s a different story. One of the minigames is a quiz, filled with questions about the game as a whole – all, of course, written in Japanese, leading to an inevitable fourth place for us. Roll on the English translation...

MARIO PARTY 3

We'll opt for a quiet night in this time.

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge.
v3 only



◁ Luigi'll need more than a three to overtake Peach.

We bet Waluigi's not invited to that many parties. ▷

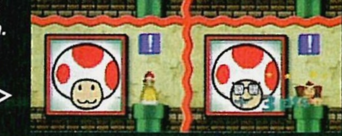
Stop the spinning blocks on Toad's face for top points. ▽





△ A simple game of chance – you'll win coins or items.

◁ Another multiple route conundrum. Use the map!



The Toad in the top-left scares us. ▷

INFO BURST

MARIO PARTY 3

FROM:	Nintendo/Hudson
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	Nov	Now

COST: ¥6,800 (approx £39)

PARTY OF SIX

The majority of *Mario Party 3*'s 70 minigames can be grouped into six distinct types. A bit like this...

STICK SKILL

Top-notch, these. Avoid a trio of spinning shells, carry blocks along a twisting icy path, or – best of all – chase and catch a suitably petrified chicken. Just like in Rocky.



REACTION TEST

The best is the deceptively simple 'Snap' – the first person to press A when the correct flower appears wins – but the finger-twisting Bowser Bash comes a close second.



BUTTON HAMMER

Race on a hobbyhorse, munch through a pizza, run atop a spinning cog – and lose horribly if you can't keep your fingers jabbing away at speed throughout. Real pain is involved.



DOGFIGHT

The natural successor to *Mario Party 2*'s 3D Tank Battle, this is a cut-down, modern-day version of *Lylat Wars*' aerial battles. The tiny views make for eye hurt.



MAXIGAMES

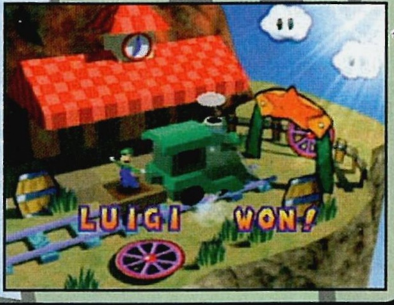
Mini versions of full games like *Columns* and *Mario Golf* have been crammed into *MP3* – and there's a superb snowball fight that gets us giggling every time.



RANDOM

The N64 equivalent of 'Guess the number that I'm thinking of', and a frustrating waste of time. Pick the correct path for a steam train at random? No thanks.





FAMILIAR FACES

Pleasingly, *Mario Party 3* is chock-a-block with old friends from *Super Mario 64* – including that blue Nessie chap from Hazy Maze Cave, and the freaky spinning eyeball from Big Boo's Haunt. Brings a tear to our very own eye, that.







Okay, we've had enough now. The first *Mario Party* was superb; the sequel, though a fairly simple rejigging of the original, at least came at a time when the whole minigame-fuelled concept still felt fresh. But *Mario Party 3*, being yet another carbon copy of the first game, is a *Mario Party* too far.

The main game's the same as ever – four players (with the CPU making up the numbers if need be) battling for coins and stars by trekking around a tiled board, and indulging in a frantic minigame at the end of each round of dice throws. Waluigi and Daisy from *Mario Tennis* have joined the throng, a cute fella with a die for a hat is the new host, and there's a fairly arbitrary plot involving the moustachioed 'Millennium Star', but otherwise the central *Mario Party* theme is almost totally unchanged. After two near-identical games, that's a crushing disappointment.

The troubles continue with the boards themselves – never *Mario Party*'s strong point, and now worse than ever. Visually, the blurry two-dimensional backgrounds, primitive pixellated looks of Mario and co, and almost total lack of animation are years out of date. The paths are brain-frazzlingly complicated, too, and simply too crowded for their own good. In any one throw, you're likely to have to visit a shop, deposit money in Koopa's bank, choose between two routes at least twice, play a Battle Game, *and* bash at a hidden block. As a result, what should have been free-flowing play becomes a nightmarish marathon of stop-start gameplay.

Thankfully, unlike in *MP2*, there's no need to sit through minigames that only involve CPU players – so there's at least a slim hope of finishing a single *Mario Party 3* game within an hour. And, as long as you've got at least one real-life friend to hand, the game's flaws are partially forgotten in the haze of bickering, yelling and giggles. Sadly, though, the game's more reliant on mates than either of its older brothers – many of the solo features, minigame quests and secrets that typify the series have been ripped out, and while the



△ It's a mini Mario Golf. Not bad at all.

◁ The 2D minigame visuals are very cute.

△ This tiresome jetski race isn't much of a reward for opening up all the games.

GO! GO!

pluses & minuses

+
- Just about every minigame is great.
- Plenty to enjoy in multiplayer.
- Story mode is at least challenging.

−
- Almost nothing in the main game has changed since *MP2*.
- Tiresomely lengthy games – especially without humans.
- Few secrets or hidden extras.

If you like this...

Mario Party 2
Nintendo
N64/42, 87%
If you've already got this prequel, stick with it.



ACCESSIBILITY

As intuitive as any Ninty game, but you'll often be flummoxed by Japanese options and menus.

6 VISUALS

Nothing's changed since last year. Disappointingly old-fashioned.

7 SOUNDS

Hudson's musician is still one of the best in the business.

6 MASTERY

Three years after *Mario Party,* there are precious few improvements.

7 LIFESPAN

It'll last if your friends join in, but why not simply stick with *Mario Party 2* instead?

VERDICT

Still enjoyable, but it's high time Hudson came up with some new ideas. If you own either prequel, don't bother with this.

74%

OUT WITH THE OLD...

...and in with two new modes created especially for *Mario Party 3*.

DUEL MODE

Just two players take part in this, where the aim is to wander around one of six very simple boards, engaging in two-player minigames from time to time. The twist is that you both have a companion – Boo, Koopa, Toad or some other Ninty regular – who's able to take chunks out of the opposing player's health bar when the two of you bump into one another. Fast, frenetic, enjoyable stuff.



STORY MODE

Previous *Mario Party* titles featured a one-player journey through every last minigame. That's a distant memory in *MP3*, and in its place is a solo quest that requires you to beat CPU players on every board. It *should* be fun, but because you're often at the mercy of Lady Luck – and some outrageous cheating from your rivals – it's a painfully tricky and unfair ride.



△ With just 24 coins, DK's lead is fairly tenuous.

◁ Quite why water causes pain here isn't explained.

△ A brilliant version of Columns, this. So fast it'll make your eyes burst.

bizarre new Duel Mode is worth tinkering with, *MP3* is surprisingly devoid of Nintendo-style extras.

But the minigames, inevitably, are the saving grace – *Mario Party 3*'s are easily the best yet. Of the 65 or so squeezed onto the cart, only ten could really be called failures – the rest feature some of the most intuitive, frenetic, hilarious and downright bizarre multiplayer moments on the N64. Even if you're only playing against the CPU, the minigames are hugely enjoyable – from battling atop a treacherous icy platform on pogo sticks to engaging in a snowball fight, to munching your way through a house-sized pizza, to using Bowser as a makeshift javelin, *Mario Party 3* is overflowing with ingenious bite-size chunks of gaming.

Everything in the minigames, from the controls to the animation, has been polished to a shine – the attractive *Paper Mario*-esque visuals are a welcome relief from the ugly boards – and there's a wicked sense of humour throughout, with the brilliant two-player Chicken Chase minigame and Luigi's ridiculously camp celebratory dance battling for the biggest belly-laugh. Thank Shigsy that Hudson left the minigame-only Battle Mode in for *Mario Party 3*, or the cart's longevity would have been scuppered in the face of the long-winded board game itself.

LIFESPAN **All told, though, once you've seen all of MP3's minigames, a wave of apathy descends.**

All told, though, once you've seen all of *MP3*'s minigames, a wave of apathy descends. Those 65 slices of Hudson magic might be enormous fun, but with the game that surrounds them being so disappointingly familiar, *Mario Party 3* as a whole is a stale, needless addition to the series. Perhaps there'll be an all-new, revamped *Mario Party* ready for Gamecube's launch. Until then, this just won't do.

MARK GREEN



△ Koopa's dance routine is painful to watch,

△ This horse race's carrot system is a shameless rip-off of Ocarina of Time's.

Isn't the dice man cute? ▷ Let's hope he's a full-time replacement for Toad.

PICK ME UP



Mario Party 3 places huge emphasis on its wealth of collectible items – you can hold up to three at a time, and they're available from shops, Toad tiles *and* the ever-guffawing Bowser. Used wisely, they can turn the tide of a game – which, inevitably, proves knuckle-gnawingly frustrating if you're in pole position when a CPU player brings something out of their sack. Take the Genie Lamp, which has the power to catapult your opponent straight to the tile that contains a match-winning star, or the Duelling Glove, which initiates a two-player minigame – and usually leaves you coinless and screaming for bloody revenge.

Girls love thoughtful boys.

What's cooler? Sex with a condom? Or sex on your own?

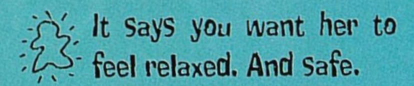
Thought so.

Not that we're suggesting you wave your little rubber friend around your head before you've even said hello.

But being cool about using a condom says a lot about you. Particularly to a girl who's thinking about having sex with you.

It says you've had the guts to get some. (Call us and we'll tell you where to get them free.)

It says you're interested in her feelings, not just your own.



It says you want her to feel relaxed. And safe.

It says you've thought about it. Not just for what you can get out of sex. But for what you might be able to put in.

And girls really like that.

So don't be too quick to rubbish condoms. For girls, some important things go into them.

sex

Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:



ZELDA: MAJORA'S MASK

Finding it tricky? Our sage-like advice will help you track down *everything*! 58

Club 64 MAILBOX 54
Rants 'n' raves, sure. But any *nice* letters?

TIPS EXTRA 66
Hand-picked help to save you from despair.

GAME ON 70
Your fave games, played in new ways. Mint!

I'M THE BEST 72
Is it you? It could be: send us your scores!



skill club MILLENNIUM 76
Do *you* show up in our list of gifted Ninty gamers?





Advice for those in need. But don't expect a smile too. 79



DIRECTORY 80
Every game rated, plus your great top fives!

SUBSCRIPTIONS 94
Save money *and* shoe-leather!





GO! GO!

Club 64 MAILBOX

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n64@futurenet.co.uk

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!



Antipodean treats, rassler woes, Tim on the telly, natty threads and plenty more. Yep, it's time for your letters!



'PAL country'

I am currently taking a year out to visit New Zealand and have been checking out the local videogame scene. I was shocked to find out how much preferential treatment NZ gamers get. *Banjo-Tooie* is now out (today's December 8th) and *Excitebike* has been out for two months. *Ocarina of Time and Majora's Mask* came out on gold cartridges (the former is still widely available two years after release) and *DK64* was released on a yellow cartridge. Lastly, though certainly not least, *Pokémon Gold* and *Silver* have both been out here since mid-October.

What's going on? England is a PAL country like New Zealand yet they get games before us *and* all the limited edition-cartridges. What are Nintendo playing at? Do they think we're less likely to complain about it? I certainly hope this doesn't happen with Gamecube.

Peter Osborne, New Zealand

And then there's this... **Ed**



Just look at these! On PAL carts! On sale! But not in the UK...

'plug it in'

I just thought that other readers would like to know that the PAL version of *Banjo-Tooie* is now available to buy over five months ahead of the UK release date. I ordered a copy of *B-T* on the Internet via an Australian computer games shop (Tunza Games – www.tunzagames.co.au) after I found out it was due for release on December 8th, 2000, and it only took five days to arrive – all the way from Australia! (They had *Excitebike* for sale too.) The game's a PAL version, so no convertor's needed – all you have to do is plug it in and play. I can recommend this shop to other readers. Why should we wait just because Nintendo want to spread out their game release dates?

Paul Eccles, via email

We recommended that readers import PAL games from Australia when 1080° Snowboarding came out there three months before the UK release back in 1998. Then Nintendo used the excuse that UK gamers wouldn't want to buy a snowboarding game unless it was cold outside – deeming a spring release unsuitable and waiting until November instead.

This time, though, it's the language issue. "Nintendo always strive for a simultaneous release for each title right across Europe," says Shelly Friend, Nintendo of Europe's Head of PR. "So we have to wait for a game to be translated into French, German and so on before we can release it in the UK." Fair enough, we suppose, but it doesn't make the wait any easier. If you want to get your hands on PAL games early, Tunza Games seem like a pretty good bet and their prices look very reasonable. **Ed**

Correction corner

Mistakes? We don't make mistakes. Apart from these ones, that is...

Do you know how much of a fool you are? In Directory you put *Majora's Mask* in import *and* UK releases. Also, since when was *ISS64* reviewed in issue 41? If you don't put these right I will come round to your office and mash up Kittsy with a big masher!

Patrick Rosser, via email

Mash up Martin? You're very, very brave. **Ed**

Sorry to keep going on, but well, you must be taught the answers...
Issue 47, page 9: The whole Waninko/Arigeitsu thing Michael Brett pointed out? You're both wrong. The Pokémon in question is in fact Ordile, which is the fully evolved form of Waninko, and the next step up from Arigeitsu.
Issue 47, page 8: Yan Yan? Is that a Pokémon? You must be thinking of Yanyanma, which is some kind of dragonfly Pokémon. Either way, you still named the wrong Pokémon – the one in the screenshot is Blackie!
Issue 47, page 8: This is in your defence. Someone 'corrected' you about Ho-oh on page 9. In actual fact, you had it right in the first place – but you used the Japanese name Houou, and it was renamed to Ho-oh in the US. So you're both right. Ha!
Issue 47, page 9: Matai – I think you meant Mantain.
Glad to point some of these things out to you.

Jon Davies, Wallingford

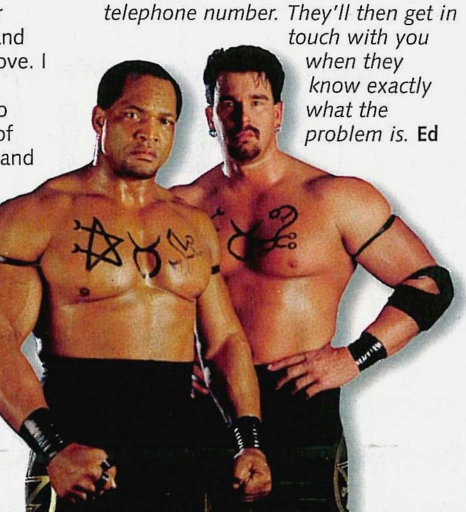
Want a job? **Ed**

'the hardcore'

I'm not sure if you're aware of it, but there's a major bug in *WWF No Mercy*. After completing the game on any belt, after a while the Game Pak erases all of the data on it. For example, I earnt Earl Hebner and purchased the Jackhammer move. I decided to enter the hardcore division, and stopped after two chapters. After making a cup of coffee I returned to the game and found that everything had been erased. I rang THQ and they say that they're working on the problem, but they also told me that they might not be able to solve it.

Chris Chang, via email

We've spoken to THQ and they are working on a solution, but at the moment they're not sure exactly what the problem is. They're recommending that you either return your copy of the game to the place where you bought it, or email them with the header 'No Mercy Details' at eursupport@thq.com with your name, address and a contact telephone number. They'll then get in touch with you when they know exactly what the problem is. **Ed**

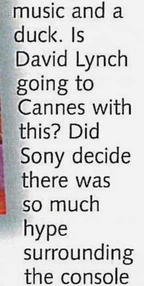



Part four of Weaver's plan for world domination: get on the box.

'big breakfast'

Did any of you see Tim on the Big Breakfast (Monday, 18th December)? His number one Christmas game was *Zelda: Majora's Mask* but after spending 41 issues (that's three years and one month!) with **N64**, he thinks the Dreamcast is the best console at the moment and next year he thinks PS2 will be the best. He didn't even mention Gamecube. Where's his loyalty – or did he never have much?
Scott Cumming, Hertfordshire

Tim works for a multi-format mag now – VideoGamer – so he has to recognise that there are good games on other platforms too. I'm sure his heart's still with Nintendo though. **Ed**


That's not the time in the corner; it's how long Tim managed not to swear 'cos he was on TV.

'a lawnmower'

As a graphics design student I'm always on the lookout for examples of good advertising, especially videogame ads, so I was quite excited when I heard about the new PS2 ad. But then I saw it. And no doubt graphics and advertising students all over the country cursed and wept. What the hell was the point? No game footage; no clever remarks on geeky hardcore gamers; not even the famous button symbols. Just shaky camerawork, twanky music and a duck. Is David Lynch going to Cannes with this? Did Sony decide there was so much hype surrounding the console they just didn't need a good ad? What was the point of the fricking duck?! Sony's replacement for Crash Bandicoot now he's moving to X-Box?

Nintendo say they're watching their competitors to see how to combat their marketing. If future Sony ads are of this quality, I don't think Nintendo need to bother. RadioZelda.com was a well executed idea and the music in the *Majora's Mask* ad chilled me to the bone. Let's hope Nintendo can produce some advertising which does the Gamecube justice. Let's also hope David Lynch gets run over by an old man on a lawnmower and is sent to the 'third place' to spend eternity with Sean Williamson (*Who? – Ed*) and the *Superman* development team.
Adam Carr, Devizes

Nicely put, it was just a tad pretentious, and it gave Mark nightmares. **Ed**






The eyes of that duck are what really freak us out. Spooky.

'massive slaps'

I had a letter printed in issue 25 and, now I've tasted glory, I want more! Here's another T-shirt – it's washed this time and it's bigger, so hopefully more than just 'little Jes Bickham' will be able to fit their massive slaps through the headhole.
Arran Cruickshank, Bristol


Geraint, about to engage Woo Mode. See the fear in his victim's eyes...

Once Geraint put this bright orange number on, we couldn't persuade him to take it off again. He seems to think it'll bring him success with the "lay-deez", and he's currently roaming the building, "looking for lurve". Fool. **Ed**

DREAM ON

The bit where you play Shigsy at his own game.

MARIO'S ENEMIES

This game turns *Super Mario 64* on its head! You play as Bowser, and you have all Mario's enemies answering to you – Koopas, Boos, Goombas, the lot. All the levels are the same as the ones in *Mario 64*, from Bob-omb Battlefield to Rainbow Ride. At the start of each level, you have to position all the enemies around the map, and give them instructions on how to move and attack – a bit like in *Command & Conquer*. Then, once you've finished, Mario appears, and the N64 tries to guide him to the end of the level. If you've programmed the enemies intelligently enough, Mario will be killed, and you move onto the next map. There could also be an option to take direct control of one of the enemies and chase Mario around the level!
James Door, Clapham


It's-a him, Mario! But how long will he last in the face of your best laid plans?

Sounds great! It's about time Mario cropped up in a strategy game. **Ed**

Send your ideas for games you want to see to: Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.



GO! GO!

BONUS LETTERS

There's a bit of Mark in us all.
Ben Poore, Ashbourne

Speak for yourself. **Ed**

Will you ever take responsibility for those mistakes in Correction Corner? You're an editor. Edit!
Jed Fitzgibbon, Nottingham

The first rule of editing is to blame someone else. **Ed**

Have you ever heard of Bernard Cribbins, or is he in fact, as I believe, fictitious?
Adrian Hopkins, Wokingham

The narrator of The Wombles; the porter in The Railway Children; appearances in a host of Carry On films... and you've never heard of him?! We must be getting old. **Ed**

Fire Mark! He'll burn better if you force-feed him motor oil.
Ryan Finbar, via email

But we love 'im. **Ed**

An old blind beggar gives you five eggs and three puppies.
Elliot Thompson, London

That's nice of him. **Ed**

Are you really cursed, or am I just paranoid?
Matthew Hart, Holland

Probably a bit of both. **Ed**

Ever thought of replacing the Big Stick™ with a cattle prod?
Richard Cooley, Oakham

Only when Jud starts singing. **Ed**

Everything in England takes bloody ages to arrive. I don't know why I moved here in the first place.
Jonathan Mace, East Wellow

And it rains. **Ed**

What was Rob Koopman going on about in issue 50?
David Loxham, via email

Good question. **Ed**

I look forward to the day Mark becomes Editor, dispelling the woman that seems to be running the joint.
Tom Winfield, Kendal

Cretin. **Ed**



Every month we'll print details of the best N64-related bargains recently spotted by you – our legions of loyal readers. What's more, we'll even reward the best bargain hunter each issue with a prize! This time round, it's **Lorna Reid** from **Birchington**, who gets bag of nifty Pokémon pencil-toppers for her efforts!



ELECTRONICS BOUTIQUE

GoldenEye 007/Ocarina of Time/Episode 1: Racer Triple Pack £34.99
GoldenEye 007/Ocarina of Time Double Pack £29.99
Nicholas Fitzgerald, Nottingham

Mario Golf £29.99
Stuart Rick, Somercotes

Ocarina of Time £9.99
Colin Pass, Glasgow

GAME

GoldenEye 007/Ocarina of Time/Episode 1: Racer Triple Pack £34.99
Michael Barrett, Cleveland

CURRYS

Donkey Kong 64 (with Expansion Pak) £14.97
Adam Hirst, Co. Durham

HMV

Ocarina of Time £9.99
Banjo-Kazooie £14.99
Lorna Reid, Birchington

GAMESTATION

(Bromley: 020 8460 4171)
World Driver Championship £9.99
Silicon Valley £12.99
Patrick Hanna, Bromley

Online Bargains

CHIPS

(www.chipsworld.co.uk)
1080° Snowboarding (second-hand) £10
Lorna Reid, Birchington

SIMPLY GAMES

(www.SimplyGames.com)
Jet Force Gemini/Ocarina of Time Double Pack £19.99
Banjo-Kazooie £14.99
Steve Gaiger, via email

So tell me this

1. Was the 64DD a success in Japan, or did Nintendo make a big loss with it?
2. What happened to *Jest*?
3. Are Square thinking of developing for Nintendo?
4. Is it true that Gamecube won't be released in America until 2002?
5. Do you like Belgian beer?

Kris Nicolai, Belgium

1. Umm, the 64DD was a bit of a flop actually. It arrived far too late and never really had the software support it needed. Shame.
2. Ocean's 3D platformer disappeared a long time ago, we recall.
3. I doubt very much we'll see a Square game on the N64, but over 500 Gamecube development kits have been shipped to developers and we hope that Square are among them. They've probably been in talks with Nintendo, but as they've signed a publishing deal with Sony, developing for Gamecube could prove tricky.
4. Nintendo are sticking to their October release date for Gamecube in the US. We don't reckon we'll see the machine in the UK until 2002, though.
5. No.

1. I thought there were another two *Shadowman* games crawling up from the grave – where have they got to?
2. What's happening with *Mission: Impossible 2*?

Tom Mason, via email

1. Acclaim have stopped N64 development, but expect to see a Shadowman title on Gamecube.
2. Likewise, Mission: Impossible 2 *is also likely to appear on Ninty's next-gen console.*

1. A lot of people keep going on about *Smackdown 2* for the PlayStation, but I was wondering if *Smackdown 2* and *No Mercy* are really just the same game only on different consoles.
2. Is *No Mercy* any good?

Stephen Mitchell, via email

1. Both are published by a company called THQ, but they're completely different titles.
2. We really rated No Mercy in issue 49's review, but since then we've discovered that a nasty glitch in the game hasn't been remedied, which makes it difficult to recommend until THQ have fixed it.

1. When is *Bomberman 64: The Second Attack* coming out in the UK?
2. Is it true that *Kirby 64* has been delayed until April 2001?
3. Is *Star Wars: Demolition* coming to the N64?
4. When is *Animal Forest* coming out?

Carl Thompson, Stretford

1. Never.
2. It's actually down for July 2001 now.
3. No. You'll have to make do with Battle for Naboo.
4. It's out in Japan in March 2001. We'll bring you a review very soon.

'in secret'

I am bloody sick of reading derogatory comments about Michael Jackson in the media, especially in reviews of *Ready 2 Rumble 2* – and Alan Maddrell's (**N64**/50) tops it. 'Enigmatic' he may be, but on not one of my 34 MJ videos full of speeches, interviews and appearances does he proclaim himself to be the 'Prince of Pop'. Liz Taylor called him the *King* of Pop and the fans took it from there. End of story. The oxygen tent was actually a piece of technology for burns victims which cost $1 million and which Michael Jackson donated, so tell me why he deserves to have that turned against him? More to the point, the reason he's in the game is because he loves videogames and asked Midway if he could be in the sequel to *R2R*. He recorded the moves and samples in secret, and when the coders found out they were ecstatic. So give him some credit.
Oli Schmid, Ledbury

Umm, we stand corrected. Alan has been boxed around the ears and promises never to dis' MJ again. **Ed**



△ *"Billie Jean is not my glove-er". And with that, Steve was fired.*

▽ *It wouldn't take an uppercut to whup Alan. Just a paper cut.*



◁ *This is who'll box Alan's ears next time he disses Jacko...*

1. Will *Pokémon Gold* and *Silver* work on non-Game Boy Color machines?
2. What happened to *Glover 2*?
3. I heard rumours that the *Banjo-Kazooie/Tooie* link-up was cancelled. Is this true? If so, what will happen with the Ice Key and Gobi's Door?
Max Hodges, via email

1. Yes. But they're probably among the last titles that will.
2. Never quite made it.
3. We're still not sure how the games link up – if, indeed, they do – but as reported last issue, we do now know how to get the Ice Key and how to go through Gobi's Door. Take a look at issue 51's Tips Extra for the details.

1. What's happening with *RIQA, Eternal Darkness, Earthbound 2/Mother 3* and *1080° Snowboarding 2*?
2. Is *Mario 64 2* really *Super Mario 128* for the Gamecube? Is *SM128* separate from *Luigi's Mansion*?
3. Any news on *Conker's Bad Fur Day*?
DJ Haze, Leicester

1. Mother 3's been canned, but expect to see the others on Gamecube.
2. Super Mario 128 was just a demo Shigsy created to show off Gamecube's power. The Luigi's Mansion footage is likely to be part of the next Mario game – Super Mario 128 if you like – which will appear on Gamecube, not N64.
3. Conker's now scheduled for a September release in the UK, but we'll have a review of the US version when it comes out in March.

Got a Nintendo-related query? Send it to us at:
So tell me this...,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

The N64 Magazine BOARD

Now Incorporating Monster Museum!

Nintendo World

▽ *Frances Atkins from Hungerford penned this packed Pokepic. Nicely!*

△ *Reading's Matthew Clarke must've put plenty of time into this ace Link picture.*

Julie Ho from Inverness sent us this great pencil portrait. We think it's ace. ▷

◁ *Thanks to Craig Orris from Colwyn Bay for this bold and bright Psyduck pic.*

Look! Loads o' Links! James Smith is the man to thank. ▷

▽ *Misato from Neon Genesis, by Wiltshire's Lucy Lovell*

△ *This neat collage of characters comes courtesy of London's Lee Warren. Mint!*

HOW TO... find absolutely everything in THE LEGEND OF MAJORA'S

Wage a war across time...

You've rolled into Goht's cloven hooves a few times, you've been scared silly by the unnervingly sweet children inside the Moon and you've turned the Stone Temple upside down repeatedly like a snow-shaker. What's more, you used issue 50's free A-Z of *Majora's Mask* to help with the tricky bits. Great game, isn't it?

But the extra touch of genius that pushes *Ocarina of Time* and *Majora's Mask* into the gaming stratosphere is the huge amount of time you'll spend pottering about, nosing out the

WHAT WE SAID


THE LEGEND OF ZELDA MAJORA'S MASK

We didn't wash for three days back in N64/49, and this is what we decided:

"A stunning, bewilderingly accomplished sequel. This is a hair's breadth away from perfection. Buy it *now*."

96%

N64 STAR GAME

△ *Defeating the spirits found in Ikana within a strict time limit is no mean feat.*

HOW TO... GET LOADS

The Takkuri bird in **Termina Field** is a good source of money, though acquiring the 200 rupees it drops is a risky business.



In **Clock Town**, get the room key from Anju at about 1pm on the first day and enter your lodgings. Inside, you'll find 100 rupees.



Also in **Clock Town**, take a look in the chest hidden behind a bombable wall on the left as you enter the tunnel to the observatory.



Wearing the Bunny Hood on top of the **Milk Bar**, jump onto the sign above Honey & Darling's. Then go forward and right to a chest.



ZELDA MASK

and win.

by Alan Maddrell

countless *extra* goodies that litter their sprawling lands, from explosive mice on wheels to those mysterious Gossip Stones.

To collect absolutely everything the game has to offer all by yourself would probably usually take the average lifespan of a couple of those really big tortoises (er, a long time). Which is why we've lovingly searched everything out for you, growing fulsome beards in the process, from every heart piece to all those excellent little holes you accidentally fall down with cows inside. Good, eh?

So, strap on your favourite green pointy hat and attempt to talk to some frogs today. Those bosses look a whole lot less intimidating when you've got a maxed-out health meter…

◁ Looks so sweet, doesn't he? In a repulsive way.

▽ Ah, Wizrobe. A tricky blighter and no mistake.

△ That Stone Mask really is quite handy indeed.

OF MONEY

Money may have been too tight to mention, though not any more.

Troll around **Termina Field**, seeking songs written on the walls (like underneath the Snowhead entrance). Play the song for moolah galore.



Near one of the Zora eggs in **Gerudo Lagoon** is a room with four guards and a chest inside. Use the Stone Mask to find a silver rupee inside.



In **Ikana Valley** at night, kill some Blue Bubbles with a Light Arrow and they'll drop a handy 50 rupees each. Then they regenerate…



If you trade the Ocean Title Deed with the Deku Scrub in **Ikana Canyon**, you'll receive a huge rupee in return. Nicely!



After you get the heart piece in the shooting gallery in **Clock Town**, get a perfect score again and you'll win a massive rupee.



Hop on Epona and mow down the larger Dodongo in **north Termina Field**. Job done? Excellent. That'll be 50 rupees for you, sir.



In the evening of day one or two, visit the **postman's office** to try his challenge – a win means 50 rupees. The Bunny Hood makes it easier.



Slaughter the Re-Deads in **Ikana Castle** wearing the Gibdo Mask, Captain's Hat or Garo's Mask to improve the health of your finances.



At **Romani Ranch**, play Mamamu Yan's Doggy Racetrack game while wearing the Mask of Truth to make big cash.



Inside the room marked 'Employees Only' in the **Stock Pot Inn** is a treasure chest containing a silver rupee. Bonzer!




GO! GO!

HOW TO... FIND ALL THE HIDDEN HOLES

You may well



HOW TO... answer all the Keaton's questions.

What time does Romani go to bed?
8 o'clock

What time does Romani wake up?
6 o'clock

What is Tingle's spell? "Tingle, Tingle..." what?
Kooloo-Limpah!

What tribe does Darmani belong to?
Goron

Which weapon does Romani practise with?
Bow

How many balloons does Romani use for practising?
One

What tribe does Mikau belong to?
Zora

What kind of instrument does the Skull Kid use?
Flute



Once it's completed, how tall will the festival tower at the carnival be?
Four stories

What is Anju, the innkeeper, bad at doing?
Cooking

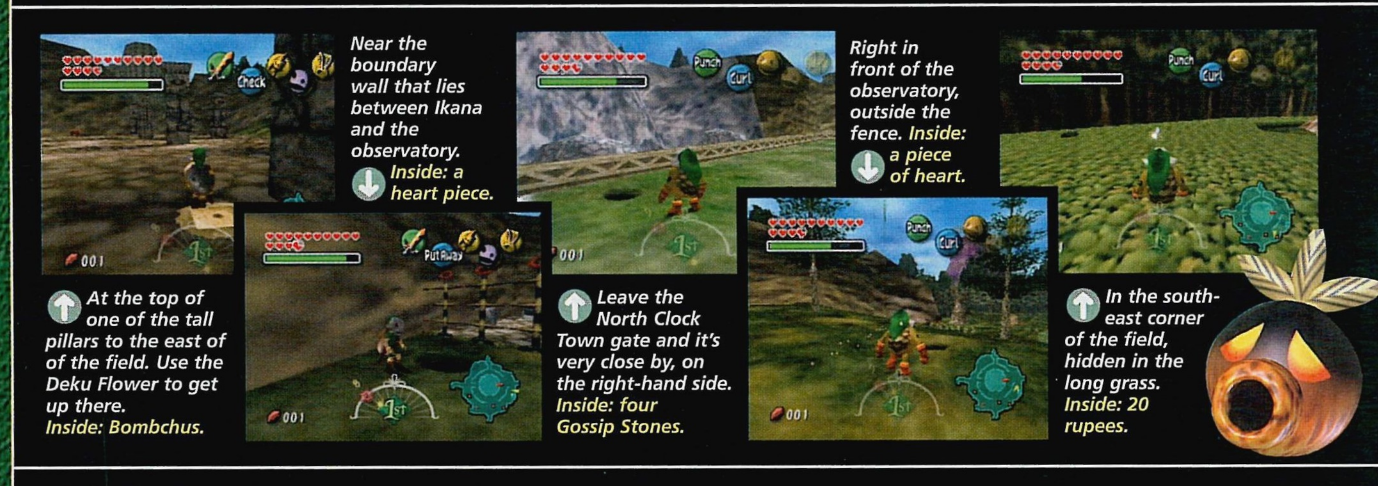
How old is Tingle?
35

Is Tingle right-handed or left-handed?
Right-handed

How many mailboxes are there in Clock Town?
Five

How many cows are there in Romani Ranch?
Three

Termina Field



Near the boundary wall that lies between Ikana and the observatory. Inside: a heart piece.

At the top of one of the tall pillars to the east of of the field. Use the Deku Flower to get up there. Inside: Bombchus.

Right in front of the observatory, outside the fence. Inside: a piece of heart.

Leave the North Clock Town gate and it's very close by, on the right-hand side. Inside: four Gossip Stones.

In the south-east corner of the field, hidden in the long grass. Inside: 20 rupees.

Woodfall



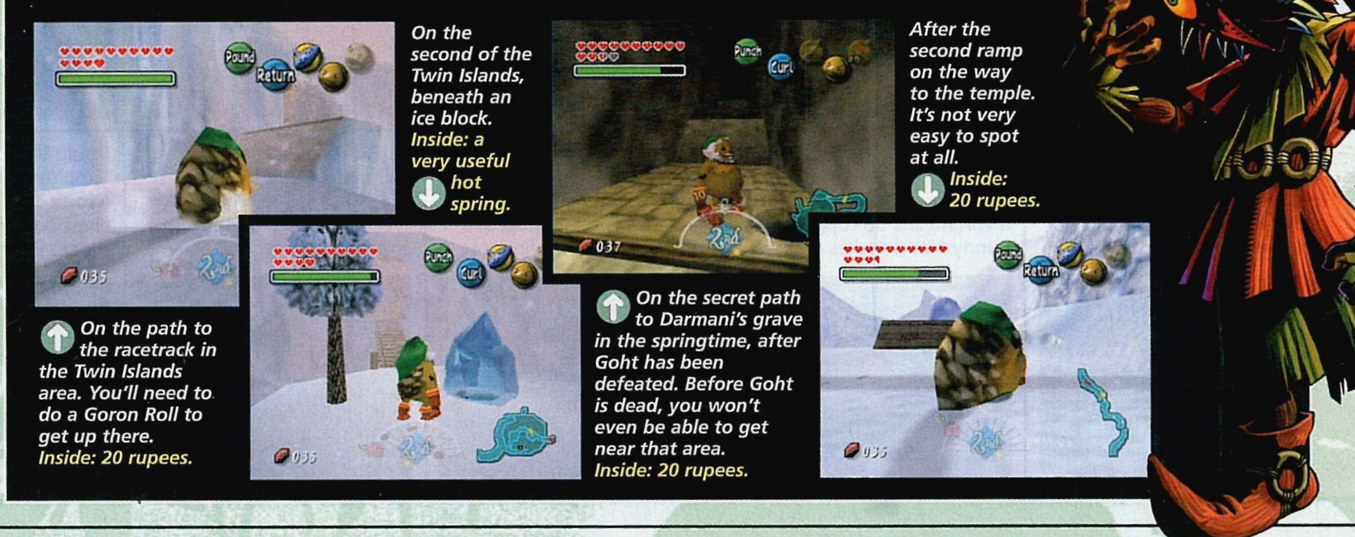
Southern Swamp, 'tween the two big flowers north of the palace entrance. Inside: 20 rupees.

Deku Palace, in the north-east corner of the gardens. Wear the Stone Mask to avoid detection. Inside: magic beans.

Woods of Mystery, on the path that works on day two. Inside: 50 rupees.

Southern Swamp, to the south west of the tree with the heart piece. Inside: 20 rupees.

Snowhead



On the second of the Twin Islands, beneath an ice block. Inside: a very useful hot spring.

On the path to the racetrack in the Twin Islands area. You'll need to do a Goron Roll to get up there. Inside: 20 rupees.

After the second ramp on the way to the temple. It's not very easy to spot at all. Inside: 20 rupees.

On the secret path to Darmani's grave in the springtime, after Goht has been defeated. Before Goht is dead, you won't even be able to get near that area. Inside: 20 rupees.

have found some by accident, but it's worth seeking them all out, for many delights are to be found within…

Under the stone where you find Kamaro dancing, near the entrance to the Snowhead area. *Inside: a heart piece.*

Beside the wall between the Woodfall and Milk Road entrances. *Inside: four Gossip Stones.*

Beneath the hollowed root in the south. A Rumble Pak's useful for finding it, as are some bombs. *Inside: cows.*

In the west, place a bomb near the boulder by the Great Bay entrance. Watch the Leevers. *Inside: a piece of heart.*

North of the West Clock Town gate, beneath a large rock which must be blown up. (There are plenty of bombs in the bushes nearby.) *Inside: four Gossip Stones.*

Great Bay



By the cliffs near Gerudo Fortress. Look near the coastline. *Inside: cows.*



Near the Great Fairy Fountain at Zora Cape, under a boulder. *Inside: Bombchus.*

Round the back of the fisherman's shop, you'll find a hole near the wall. *Inside: 20 rupees.*

Ikana



On the Ikana Canyon Road, between the fences, under a bombable boulder. *Inside: Bombchus.*

Near the entrance to the shrine in the canyon. *Inside: Bombchus.*

At the back of Ikana Graveyard, in the middle of a stone circle, near where the sleeping Skull Keeta is to be found. *Inside: Bombchus.*

HOW TO… FIND ALL THE BOMBERS

Stuck this early on? Tsk.

1 In North Clock Town, look to the south-west corner. One little scamp can be found pottering about there.



2 You'll find another in the north-east corner of the same area, skulking behind the slide.

3 Climb up on top of the Milk Bar and one kid will come flying down in front of you, holding onto a Cucco. Bless.



4 In West Clock Town, one of the little blighters is to be found near the north end. You'll see him right out in the open.

5 You have to enter East Clock Town from South Clock Town's middle entrance to make the last one come flying down from above. And that, simply put, is your lot.

What is the name of the song that Romani teaches Link?
Epona's Song

How many cow statues are there in Clock Town?
Ten



What is the name of the lead singer of the Zora band?
Lulu

What is the name of the vintage milk?
Chateau Romani

What is the nickname for Link at Romani Ranch?
Grasshopper

What is the name of the festival in Clock Town?
Carnival of Time

What does the Bomb Shop owner call her mother?
Mama

What is the name of Clock Town's mayor?
Dotour

What is the name of Anju's father?
Tortus

What is the name of the Bombers' leader?
Jim



What colour are Tingle's trousers?
Red

Where does Cremia bring the milk bottles?
Milk Bar

What is the name of the hotel in Clock Town?
Stock Pot Inn

GO! GO!

HOW TO... FIND ALL THE HEART PIECES

Clock Town



Wear the Couple's Mask during one of the Mayor's meetings. You'll make Dotour happy.

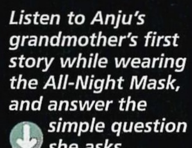
Get a perfect score on all three days at the Deku Playground, North Clock Town.

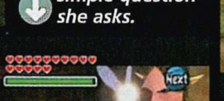




Jump to the tree from the slide and pillar in North Clock Town.

Listen to Anju's grandmother's first story while wearing the All-Night Mask, and answer the simple question she asks.







Beat the Swordsman's School test using only jump attacks.



Give any paper item to the grabbing hand (aka '???') in the Stock Pot Inn's toilet.

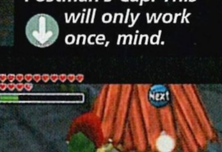
Answer the Keaton's questions correctly – you can summon him by wearing his mask and slashing the strange bushes.





Wearing Kamaro's Mask, dance for the twins at 6pm on day two or three outside the Lottery Shop.

Examine any mailbox while wearing the Postman's Cap. This will only work once, mind.





Get a perfect score at the town shooting gallery. Not at all easy.



Get the Moon's Tear by looking through the observatory telescope, and give it to the Akindo Nut. Use the flower there to reach the heart on the Clock Tower. Alternatively, you can climb up the side as normal Link.

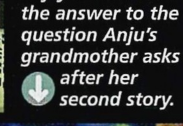
Get a 'Perfect!' score in Honey and Darling's challenges on all three days.





Save a hefty 5,000 rupees in the Clock Town Bank. That's your limit, mind.

Say you don't know the answer to the question Anju's grandmother asks after her second story.





Talk to the postman in his office and beat his ten-second challenge.

As Goron Link, successfully reach the end of the game in the Treasure Chest Shop.

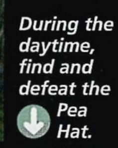


Termina Field

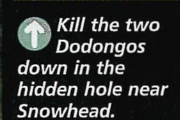


Talk to the Akindo Nut in town, then watch him through the observatory telescope as he flies into a secret hole. Have 100-150 rupees handy to buy the heart.

During the daytime, find and defeat the Pea Hat.

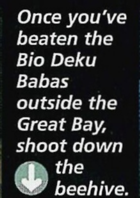






Kill the two Dodongos down in the hidden hole near Snowhead.

Once you've beaten the Bio Deku Babas outside the Great Bay, shoot down the beehive.





In the Gossip Stone holes, as a Goron change them all to the same colour using the Goron Lullaby.



Woodfall

Rescue Koume and clear the Temple, then play her game and score over 20.



Take the title deed to the Akindo Nut, and use his flower to reach the heart.

You'll find another heart piece on an island to the left of the Woodfall entrance.



Have a search around the north-west corner of the Deku Palace gardens.

On the road to Southern Swamp, kill the Bad Bats then climb the vines to the treetop.

Get a perfect score after you win the big quiver at the shooting gallery.

Give the tourist info chap a pic of the Deku King before Woodfall is clear.

Snowhead

When the dungeon's clear, use Don Gero's Mask to call together the five frogs from Clock Town, Woodfall Temple, Southern Swamp, Mountain Village and the Great Bay Temple.





Dungeon done, swim to the chest in Twin Islands.



Give the title deed to the Akindo Nut, then use his flower to reach the ledge high above.

On the path leading to the temple, after you've passed the second ramp use the Lens of Truth to find a platform. Now play the Scarecrow's Song and it'll give you something to use your Hookshot on to reach the platform.



Romani Ranch



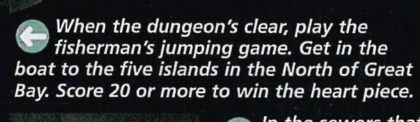
Use the Mask of Truth to reveal the fastest dog on the track, then bet on it. Win over 150 rupees to get the heart. The winning dog will say things like "I'm here for my wife and child! There's no way I can lose!", "Today I feel I can win!" and "Yeah, I feel unstoppable. I don't think I'll lose!"

Great Bay

Feed the four bottled fish to the aquarium fish at the weird research lab.



In Mikau's loft, read his journal then go next door to jam with Japas. Play the results of the session to Evan as a human.



When the dungeon's clear, play the fisherman's jumping game. Get in the boat to the five islands in the North of Great Bay. Score 20 or more to win the heart piece.

In the sewers that grant you access to Gerudo Fortress, break the barrels covering the switch to the locked cage as Goron Link. Then quickly run (or roll) down the slope into the cage.

Kill the Like Like at the bottom of the waterfall in Zora Cape.

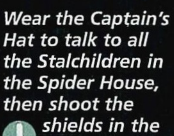


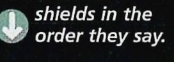
Give a pic of any female Gerudo pirate to the Great Bay shopkeeper in exchange for a Golden Seahorse. Take this to Pinnacle Rock and beat the eight Deep Pythons. Next, release the seahorse when its mate appears.



In Zora Hall, give the title deed to the Akindo Nut then use his flower to reach the heart that's otherwise off-limits.





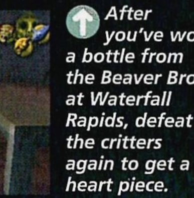




At the cliffs by the fortress' entrance, use the Hookshot pillar nearest the wall between the bay and the lagoon. Use a magic bean, then the Scarecrow's Song for a way to reach the heart.

Wear the Captain's Hat to talk to all the Stalchildren in the Spider House, then shoot the shields in the order they say.





After you've won a bottle from the Beaver Bros at Waterfall Rapids, defeat the critters again to get a heart piece.

GO! GO!



THIEVING BIRD!
Vulture stolen something important? If it steals your sword, simply visit the Curiosity Shop to buy it back for a princely 50 rupees. However, if it has stolen something else, you'll probably have to play the Song of Time to recover the stolen goods. So, if you've got something you can't afford to lose without serious hassle, steer clear of Takkuri.



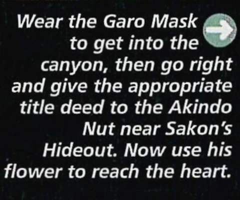
DEITY GAIETY
When you have the Fierce Deity's Mask, go to where you pick up the Moon's Tear, plant a magic bean and make it sprout. On the final day, accept Honey and Darling's challenge as Deku Link with the Fierce Deity's Mask assigned to a C-button. When the timer starts, press that button twice and you can leave the shop in your ultimate form. Use the flying leaf to leave the town and explore Termina!

Ikana

Find the shrine on the left as you go into Ikana, and head behind the waterfall to enter. Use Light Arrows to get into the shrine itself and slay all the horrible gribblies you find within.



In the Ancient Castle, use the Mirror Shield to enter the grounds. Get to the thin ledge on the upper level. Shoot the crystal switch, then use the flowers on the pillars to get to the heart.



Wear the Garo Mask to get into the canyon, then go right and give the appropriate title deed to the Akindo Nut near Sakon's Hideout. Now use his flower to reach the heart.



In the village, quickly beat the four Poe sisters in the Ghost Hut. Accurate use of the bow is essential.

Wear the Captain's Hat at the graveyard on the second night. If you ask, the Stalchildren will gladly open the grave – inside, use the Lens of Truth to find the passage to the Iron Knuckle which you have to kill. Dodge his blows then strike quickly.

HOW TO... UPGRADE

SWORD

RAZOR SWORD

Give 100 rupees to the blacksmith in Snowhead. This upgrade does double damage but lasts for just 100 hits. It takes a day to complete.



GILDED SWORD

Follow the procedure for the Razor Sword, then give the blacksmith the gold dust you get from winning the Springtime Goron Races. Takes another day to do.

GREAT FAIRY'S SWORD

Find all 15 stray fairies in the Stone Tower Temple and take them to the Great Fairy. This mighty weapon is assigned to a C-Button.



Moon

In the Goron Hide-and-Seek Dungeon, keep rolling through the turn after the wiggly S-bend, then along the narrow section. Bounce left off the chests to soar through the air, then stop rolling. The piece is ahead.





In the Zora Hide-and-Seek Dungeon, jump into the water and go left, right, left and left again to emerge in a room with a Gossip Stone. Behind that is a heart piece. The tunnel out leads you back to the beginning.

In the Deku Hide-and-Seek Dungeon, leap onto the rotating platform, then onto the next spinning one. Time your next jump to avoid the spikes. Then, jump onto the still platform with the heart piece.



In the Link Hide-and-Seek Dungeon, defeat the Iron Knuckle and get the Bombchus. Use them on the crack in the right-hand wall to reveal a target that opens the door to a room containing a heart piece.

YOUR KIT

You're nothing without a decent arsenal. From the nice to the essential, you'll find all the gear here.

WALLET



ADULT'S WALLET

Get it by depositing 200 rupees in the bank in West Clock Town. It holds 200 rupees.



GIANT WALLET

Find all 30 Golden Skulltulas in the Great Bay Spider House on the first day.

BOMB BAG

BOMB BAG

Buy this for 50 rupees in the Bomb Shop. It holds 20 bombs.



BIGGER BOMB BAG

Prevent the robbery in North Clock Town at 12:30am on the first night. Then buy the bag from the Bomb Shop. Or, just buy it from the Curiosity Shop on the second day. It holds 30 bombs.



BIGGEST BOMB BAG



Give 200 rupees to the Akindo Nut in Snowhead and he'll upgrade your Bigger Bomb Bag to one that'll hold 40 bombs. Nicely!

QUIVER



BIG QUIVER

Beat the highest score in Clock Town's shooting gallery or get a perfect score in the Swamp's shooting gallery to win a quiver that'll hold 40 arrows.



BIGGEST QUIVER

Simply beat the high score you set in Clock Town's shooting gallery. Holds 50 arrows.

I DON'T BELIEVE IT! **Here's some miscellaneous *Majora* stuff that surprised even us.**



Wear the Bunny Hood and roll repeatedly into a crack on the right-hand side of the entrance to Sakon's Hideout. Keep trying until you end up inside!



You can use the Blast Mask without hurting yourself by keeping your shield up while using it. Bombs, eh? Who needs 'em?



When fighting King Igos of Ikana's henchmen, use the Bremen Mask to get them to dance. And that's quite comical, we can tell you.



Just before the end of the first or second day, ride Epona towards the East Clock Town entrance. You'll appear inside the town the next day on horseback.

HOW TO... FIND ALL THE BOTTLES

1 When you've got your ocarina back, head to the Woods of Mystery to find Kotake. Speak to her, then go back to the Potion Shop and speak to her sister. She'll give you some red potion in a bottle.



2 Blow open the way to Romani Ranch with a powder keg before two o'clock on the night of day one. Speak to Romani and defeat the UFOs to get yourself a bottle of Chateau Romani.





3 Defeat Goht, bringing spring to Snowhead. Next, find the Goron Races and win them. You'll be given a bottle of gold dust as a reward which you can use to upgrade your sword.



4 In Great Bay, head east to the water past the pot-smashing game. From there, Hookshot up onto successive platforms. You'll find a pair of beavers. Beat them twice for an empty bottle.



5 Complete the trading sequence that makes up the Anju/Kafei story. When you get Mama's letter, give it to her yourself in the Milk Bar while wearing Kafei's Mask and she'll give you a bottle of Chateau Romani.



6 On the final night, go into Ikana Graveyard. While wearing the Captain's Hat, enter the grave the Stalchildren are guarding. Help Dampe the Gravekeeper and beat the Big Poe to be rewarded with an empty bottle. And that's the lot!





Select morsels of advice for the top-selling N64 titles!

TIPS EXTRA

1 WWF No Mercy



SPECIAL MOVES FOR D'LO BROWN
Three ways to dish out some personalised pain with Mr B. Ouch.

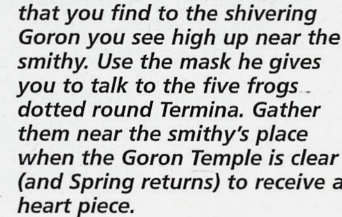
Sky High
Perform a front grapple or Irish Whip and twizzle the analogue while your Attitude Meter is on Special.



German Suplex Pin
Do a back grapple and spin the stick while your Attitude Meter is on Special.

The 'Lo Down
Carry out a ring post attack while your unfortunate opponent is lying down and you're on Special.

2 Zelda: Majora's Mask



AVOID ENEMIES
Don't fancy fighting? Take the Lens of Truth and a red potion to the Road to Ikana – you'll need to use Epona for the journey. When there, use the Lens to find a hidden, wounded soldier. Give him the red potion and he'll give you the Stone Mask as a reward, which lets you avoid enemies.



TALK TO FROGS
In the Goron shrine, light all the torches with a Deku Stick or Fire Arrows. Having sent the baby Goron to sleep with the Goron Lullaby, roll up the ramp so that you smash the pots suspended from the ceiling. Take the meat that you find to the shivering Goron you see high up near the smithy. Use the mask he gives you to talk to the five frogs dotted round Termina. Gather them near the smithy's place when the Goron Temple is clear (and Spring returns) to receive a heart piece.

3 Pokémon Stadium



CHANGE COLOURS
Want to give your favourite freak a blue rinse? It's all in the name, you see. Try giving your monster a moniker all in lower-case letters (e.g. 'poliwhirl') or swap round the name (e.g. 'whirlpoli'). Alternatively you can truncate the name (e.g. 'Poli'). In fact, almost any sort of experimentation is rewarded with interesting results. Take 'Laprance', for example – a lighter blue. Or 'EXECUTENZA', who is purple with a red yolk.

TALKING PIKACHU
Have you always had a hankering to hear that little electric mouse chatter? If you use a Pikachu imported from Pokémon Yellow, it'll say its name during pauses in the battle. Aww, bless.

4 Pokémon Snap



SWERVE-ZERO ONE
You can actually make your nifty buggy swerve, but only on one course – the Beach. This can be pretty handy for avoiding collisions, or getting closer to some of the more distant Pokémon, such as Meowth.

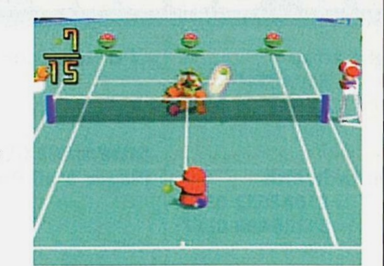


ROLLING PIKACHU
In the Tunnel right at the start take two pictures of Pikachu. He'll hop onto the Electrode and balance on it. You'll net over 4,000 points if you can get a snap of that.

5 Mario Tennis

FIRST CLASS SERVICE
Shuffle inwards a little, throw the ball up, then catch it. For some reason this seems to unnerve CPU opponents. Now quickly shuffle about two thirds of the way to the edge of the court and hammer a perfect cross-court smash, holding the stick about halfway down. Don't go all the way to the edge or you'll be too predictable.





6 Mario Party 2



WIN SHY GUY SAYS
Hmm, that Shy Guy's a tricky one, eh? When he holds up a flag and wobbles it about, don't bother trying to follow him. He's attempting to fool you, so simply hold up the final flag in the long sequence. It'll count for a point nonetheless.

FOLLOW THE GOODIE
In games like Coffin Congestion where you have to track the movement of a hidden object, simply follow it with your finger! Your mates won't like it much, but it works a treat.

7 The World is Not Enough



JUMPING
If you're having trouble making the jumps on Turncoat, try going sideways and holding the C-button. This way you should be able to make it across the gaps every time.

COLD RECEPTION
If finishing Cold Reception in the allocated time is proving tricky, keep tapping Top-C and Left-C. It's also advisable to slow down at the forks because you really need to grab the body armour if you want to finish the level in one piece.

8 Tom & Jerry: Fists of Furry

BE DUCKLING
Complete the game once as Tom and you'll unlock Duckling as a playable character.





9 Lego Racers



USE BASIL THE BATLORD'S CAR PARTS
In Circuit mode, beat Basil the Batlord's track, coming home in either second or third place. Next, win a race on Johnny Thunder's circuit, then go into Build mode. Create your driver and licence as normal, but select Johnny Thunder's chassis and go to Quick Build. Press Quick Build again and you'll see some fire at the back of your car. Press Build then B until all the parts are off the chassis. Now you can change to Basil the Batlord's set of parts without having earned it.

10 Perfect Dark

NOT BE JOANNA
To see Joanna's cohort, Velvet, act her way through the story, play the game on co-op and, when it's time to go through to the end of the level, make player two finish first. You'll get Jo's voice, but Velvet's head...



AREA 51 ROCKETS
On Area 51: Infiltration, you can clear the way to the rocket launcher on the helipad by simply throwing one of your grenades straight on the floor between it and the hole in the fence. Now you can just walk straight to the weapon.

Tip for the top Fresh cheats for future chartbusters



SIN AND PUNISHMENT
Okay, so this stunning anime shooter probably won't make it out over here officially, but we explained last month how you could play an import copy on your UK machine using a Passport convertor. If you've managed to get your hands on a Japanese version, here's a handy hint:

All the music
Once you've managed to complete the game on the Easy setting, you'll be rewarded with a neat Music Test feature that lets you listen to all of the game's rousing tunes. You'll find the Music Test option under the configuration menu. Good luck!



GO! GO!



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...



Mario Tennis

DOUBLE FAULTS MODIFIER
Player 1 81152E10 00??
Player 2 81152E12 00??

SMASH WINNERS MODIFIER
Player 1 81152E20 00??
Player 2 81152E22 00??

Pokémon Stadium

(Uses the *Diddy Kong* keycode)

MUST BE ON
DE000000 0000
F100B7B0 0000
F100B7B2 0000

BROCK GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
81287368 03E7

CPU Pokémon faint straight away
810AE84E 0000
81287D88 0000

MISTY GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
81287CA8 03E7

CPU Pokémon faint straight away
810AE84E 0000
812886C8 0000

SURGE GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
81286A08 03E7

CPU Pokémon faint straight away
810AE84E 0000
81287428 0000

ERIKA GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
812869D8 03E7

CPU Pokémon faint straight away
810AE84E 0000
812873F8 0000

KOGA GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
81287348 03E7

CPU Pokémon faint straight away
810AE84E 0000
81287D68 0000

SABRINA GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
81286ED8 03E7

CPU Pokémon faint straight away
810AE84E 0000
812878F8 0000

BLAINE GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
81286998 03E7

CPU Pokémon faint straight away
810AE84E 0000
812873B8 0000

GIOVANNI GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
81286F98 03E7

CPU Pokémon faint straight away
810AE84E 0000
812879B8 0000

ELITE FOUR AND RIVAL GYM BATTLE
Player 1 all Pokémon infinite health
810AE632 03E7
81286688 03E7

CPU Pokémon faint straight away
810AE84E 0000
812870A8 0000

All of these codes only work with the Action Replay cartridge from Datel.
For more details call **Datel** on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR ACTION REPLAY CODES





CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..

Address..

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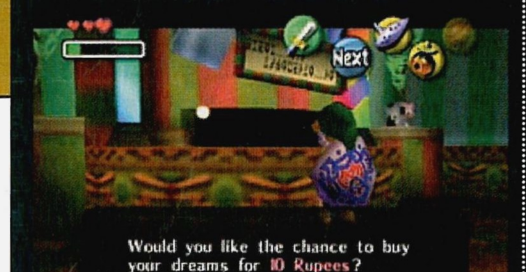
Postcode ....

READERS' TOP 15 TIPS

The best one wins an Action Replay Equalizer Extreme from Datel (01785 810826) and an exclusive **N64** badge!

Tip of the month

1 Zelda: Majora's Mask
Play the lottery and take note of the numbers which come up on each day. They never change, so you can go back in time and use your knowledge to guarantee a win every draw.
Huw Jones, York



2 Mario Tennis
To complete the Piranha Challenge easily, force the computer player to the net and then do a lob over his head. Peasy!
Matthew Robinson, North Wales



3 FIFA '98
Run with the ball and double-tap Bottom-C to make your player do a rainbow kick. It's a pretty hard one to pull off, but well worth the perseverance.
Matthew Halligan, Halewood

4 Zelda: Majora's Mask
In East Clock Town, put on the Bunny Hood and get onto the roof of the Milk Bar. Jump onto the small pillar by the wall and then onto the Honey & Darling sign. Keep going straight ahead, then right to find a chest containing 100 rupees. Nicely!
James Davies, Hereford



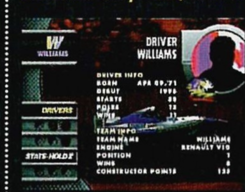
5 Smash Bros
If your team-mate has lots of damage, throw an explosive item (like a bomb) at him. He'll return with full health and you'll get a point off him.
Someone, Somewhere



6 Mario Tennis
For aces most of the time, play as DK Jr, go to the edge of the court and keep hold of that direction on the stick. Deliver the serve and your opponent won't get anywhere near it!
Luc Jones, Wychbold

7 Mario Kart 64
Go to the title screen and, just before the demo starts, press A. You'll get a new demo with no sound or music!
Gareth Wathan, Essex

8 F1WGP
Change driver Williams' surname to 'Pyrite', and you'll instantly be able to access the super-fast gold driver and the gold race car!
Edward Chapman, Neath



9 Perfect Dark
On the first level, go down the stairwell past Cassandra's office. Crawl towards the window and under the stairs. Turn round a bit and you'll see a tiny, wee ammo box. Aw.
Steven Carne, Cornwall



10 Mario Tennis
Choose one of the fast characters and after the serve move back. Your foe will do a drop shot. Run forward and smash it to have a great chance of winning the point.
Alex Young, Newcastle-upon-Tyne

11 Spacestation Silicon Valley
To unlock an Asteroids game, on the Game Select screen enter Down, Up, Z, L, Down, Left, Z and Down. Also, you can carry animals around the place by positioning a small creature on top of the larger one and then inhabiting the larger one's body. Sweet!
Christopher Bowman, Edinburgh

12 Perfect Dark
On the Ravine level, go on the pipe as Elvis. Sidestep off the edge and pull up. You go inside the pipe and the sims can't get you!
Michael Williams, Kent

13 Wrestlemania 2000
In a Tag Team match, grapple someone from behind and press Top-C. You'll get your opponent on your shoulders and your chum will deliver a flying blow from the turnbuckle. Ouch.
Steven Sands, Haddington

14 Perfect Dark
In Area 51: Infiltration, go to where you plant the explosives. Lob a grenade at the console instead. The objective isn't complete but you can hide in the big whatsits either side of the screen. Looks great in co-op!
David Morris, Wallasey



15 Zelda: Ocarina of Time
Go to the Lost Woods as an adult and find the Skull Kid you sold the mask to as a child. Kill him and you get a 200-rupee reward. Don't do a jump attack as he'll run away.
Kris Lawson, Lanarkshire



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'tip of the month' slot you'll get something extra special.

cut out and send

Name.......................................

Address.......................................

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Postcode.......................................

Here's my top tip

It's for [game name]:

And I've found that if you:



Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

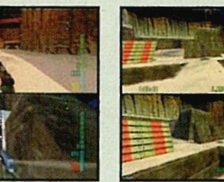
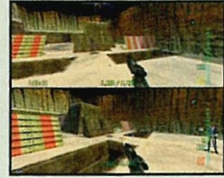
Eight challenges to test the best.

GAME ON

Bah! Winter, eh? What's the point in it all? Well, it's a perfect excuse to plonk yourself down in front of the telly and spend some quality time with that Miss Dark, that's what!

As usual, we won't disappoint you: we've picked out four of the very best *PD* challenges from the Game On bag, along with some cheeky, fresh game ideas from those who aren't *quite* as obsessed with Jo D as some folk may be. So, warm your fingers at that fireplace and try these on for size. Enjoy!

PERFECT DARK Ride and Blast

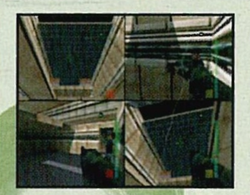




Thanks to **Daniel Channer** from **Southsea** for this great challenge. First of all, you must ensure you have the 'Unlimited Ammo' cheat activated. Now select a co-operative game with a human buddy and make your way to Area 51: Infiltration. Together with your friend, wipe out all the enemies in the area, preparing it for the challenge. Next, one player must go through the minefield to get the rocket launcher while the other seeks out a Hoverbike and mounts it. Now you're all set. Basically, the object is simply for the Hoverbike rider to avoid getting blown to bits while their opponent spews rockets at them. Award medals depending on how many missile blasts the biker survives before being killed.

BLASTS SURVIVED	Gold	Silver	Bronze
	35	20	10




PERFECT DARK Slayer Racer




For this challenge, which comes courtesy of **David Morris** from **Merseyside**, you'll need to set-up a four-player game and select either Complex or Temple as your choice of arena. Set all of the weapon slots to Slayers and start the game. One player must go and hide, while the other three players have to pick up a Slayer and then head to the opposite end of the level. With their backs against the same wall, the Slayer-toting players must all count down from three before firing their weapons – on their secondary, fly-by-wire, function – at the same time. The winner is the person who launches the rocket that takes out player one, without killing anyone else. Award one point for a win and try playing for five or so rounds to determine medal distribution.

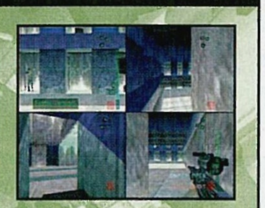
RANKING	Gold	Silver	Bronze
	1ST	2ND	3RD





PERFECT DARK Super Shot Snipers





Before you can try out **John Graves** from **Stanley**'s challenge, you'll need to get hold of three mates to join in the fun. Set all of the weapon slots to sniper rifles, select the Grid arena with a score limit of ten kills, and create two teams with no simulants. Enter the game and take some time to stock up on ammo before all heading to the level's main area. With a team positioned on each long side, you should hide behind the posts and engage in a sniper shootout across the room. You're not allowed to deviate from the lit section, mind, moving only along the breadth of the room behind the posts. When the conflict has drawn to a close, dish out the shiny round items according to the total matches won out of ten.

WINS	Gold	Silver	Bronze
	7-10	4-6	1-3





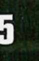
PERFECT DARK Silent Scope





Bah! Another anonymous challenge rears its head this month – and that's something of a pity for its creator because it's a right laugh. Set-up a four-player battle with one-hit kills turned on. Then set half the weapon slots to sniper rifles and the rest to a pistol of your choice before entering the Area 52 arena. Collect full ammo and make your way to the square area with the moat and sniper towers. When three of the players have taken up position in the towers, the fourth must drop down into the moat and try to take out as many of the snipers as possible before being picked off. Medal-pinnage is decided by the total kills racked up by the player in the moat before he or she finally snuffs it.

SNIPERS 'OFFED'	Gold	Silver	Bronze
	5	3	1



ISS '98 Gifted Goalie





Coventry's **Michael Sherriff** is first off the mark with the non-*PD* challenges this month in the form of this excellent – but mighty tricky – *ISS '98* undertaking. First, enter the Goalkeeping training mode and set the keeper to manual control. Next, position the defence as far away from your keeper as possible and begin the session. The object of the challenge is to save as many shots as you can in two minutes, and medals should be dished out according to your total when the time's up. This should see your keeping skills improve no end.

SAVES  11-15  6-10  0-5

DIDDY KONG RACING Splat!





An aptly named challenge if ever there was one, courtesy of **Jamie Merritt** and **Robert McAlone** from **Derbyshire**. First, select a character and enter the Adventure mode. Drive to the elephant face on the ground, then honk your horn to get his attention. Change your vehicle to the plane and now time yourself over two minutes as you try to splat as many frogs as you can. Once you reach the sand you're not allowed back on the grass or in the water. Look out for the frog with a red marking – it's worth four points!

FROGS SPLATTED  8+  6-7  4-5

SUPER SMASH BROS Kirby Football





Cheers to **Benjamin Tatlow** in **London** for this kickin' challenge. Start a three-player free-for-all game with players one and two choosing Fox and player three choosing Kirby. Now go to DK's Jungle arena and put Kirby in the middle. From here on in Kirby does nothing as he plays the part of the ball. Players one and two should each go to opposite sides of the arena and attempt to boot the Kirbster off their opponent's side of the screen to score a 'goal'. They're not allowed to hit each other, only Kirby. Awards are to be dished out for the number of goals scored in two minutes.

GOALS  10  7  5

ZELDA: MAJORA'S MASK Goron Rally





Tristan Gaskull from **Devon** is the first person to send in a challenge for the superb *Majora's Mask*, and what a beauty it is too. To give it a whirl, you must first have collected the Goron Mask. Now make your way to Snowhead and send the blizzard-blowing Goron to sleep. Curl up into a ball as Goron Link and try rolling up the mountain – you'll earn a medal according to how far you get before you run out of magic. Oh, and if you fall off the mountain then it's game over – no matter where you were before you tumbled.

HOW FAR?  SUMMIT  BOTTOM OF MOUNTAIN  SECOND FLAG

Now it's your turn!

GAME ON

TOP CHALLENGE

Equalizer Xtreme

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Zelda: Majora's Mask • Mickey's Speedway Rush 2049 • The World is Not Enough
We'll print the best of them right here, and send you a natty **N64** pin badge for your trouble. What's more, from next month, the top challenge will win an Action Replay Equalizer Extreme from Datel (01785 810826, www.codejunkies.co.uk). Now you can't say fairer than that, can you!

I'M THE BEST

Better than all the rest, y'say? We'll soon see about that...

What's your excuse for not being in I'm the Best, then? Eh? Eh? Surely it can't be that you can't do any better – take a look at how mates Shiro Powell and Corrinna O'Dwyer from London have toppled the seriously-skilled Dunster Bros from top of the *Track & Field* 100m Dash league.

And you could always strive for glory in a forthcoming league – just take your pick from the list here and send in your scores!

New Leagues

Prove your skill to us by sending in your very best times for these!

POKÉMON SNAP (INDIVIDUAL COURSE SCORES), PERFECT DARK (ON PERFECT AGENT), THE WORLD IS NOT ENOUGH, RUSH 2049, MICKEY'S SPEEDWAY





STAR PERFORMANCE

"Do you think I should retire and give someone else a chance?" suggested Tamworth's Ben Gooch when he sent in his latest staggering score for *DK64*'s DK Arcade mode. Well, seeing as Ben's nearest rival was a good 15,000 behind *before* he extended his lead by 50,000 points to a decidedly impressive 221,900, it would certainly be the gentlemanly thing to do.

But to help keep Ben occupied during his retirement from competitive DK Arcadeing, we're sending him a copy of the rather spiffing *San Francisco Rush 2049* from those nice folks at Midway.

If *you* fancy getting your mitts on a surprise cart from our cupboard too, send us some evidence of how great you are at one of your games – remembering to mark the envelope 'Star Performance' – and we'll check out your efforts. The very best will get something new to beat the world at!

NEW HIGH SCORE!



This month, Sean Matthews is the talented one to walk off with a prize after denting our collective pride by beating one of our scores. His time of 1'16"52 at the Goron Races in *Majora's Mask* has earned him a copy of *Magical Tetris Challenge*! Good going!

THIS MONTH'S SCORE TO BEAT



More* Majora's Mask! *This time, it's the beavers' race at Great Bay Coast. Alan finished the second, 25-ring, challenge with 10.21 seconds left on the clock. Reckon you can beat that? Send us a video of your attempt (as there's really no time to take a snap) and the best time will win a mystery game in* N64/54. *You'll need to get your entry in soon, mind!

Track & Field

100M DASH

1	8.68s	Shiro Powell, *London*
1	8.68s	Corrinna O'Dwyer, *London*
3	9.28s	Tony Dunster, *London*
3	9.28s	Mark Dunster, *London*
5	9.43s	Liam O'Connell, *Dorking*
5	9.43s	Darren Bolton, *Lincs*

110M HURDLES

1	12.64s	Mark Dunster, *London*
1	12.64s	Tony Dunster, *London*
3	12.68s	Darren Bolton, *Lincs*
3	12.68s	Carl Hutchings, *Peterboro'*
5	12.76s	Mark Wyss, *Glos*
5	12.76s	Edward Smith, *Trowbridge*
5	12.76s	Andrew Simmonds, *Hants*

HAMMER

1	101.25m	Darren Bolton, *Lincolnshire*
2	101.24m	Per Strand, *Sweden*
3	101.22m	Darren Le-warne, *Hants*
4	101.21m	Adam Bolton, *Lincolnshire*
5	101.19m	Edward Smith, *Trowbridge*
5	101.19m	Julie Barker, *Lincolnshire*

100M FREESTYLE

1	0'46"22	Roger Santen, *Lincs*
2	0'46"29	Liam O'Connell, *Dorking*
3	0'46"33	Carl Hutchings, *Peterboro'*
4	0'46"37	Tony Dunster, *London*
4	0'46"37	Ashley Wright, *Ilkley*
4	0'46"37	Eddie Lunec, *Newcastle*
4	0'46"37	Andrew Simmonds, *Hants*

100M BREASTSTROKE

1	1'00"56	Mark Dunster, *London*
2	1'00"64	Carl Hutchings, *Peterboro'*
3	1'00"68	Tony Dunster, *London*
3	1'00"68	Kevin Holland, *Guernsey*
5	1'00"72	Adam Bolton, *Lincs*

TRIPLE JUMP

1	19.11m	Ashley Wright, *Ilkley*
2	19.10m	George Vaughan, *Coventry*
3	19.09m	Andrew Witham, *Glos*
3	19.09m	Edward Smith, *Trowbridge*
3	19.09m	Kevin Holland, *Guernsey*

HORIZONTAL BAR

4	10.00pts	Stuart Richards, *Dorking*
4	10.00pts	Nicholas Hughes, *Scotland*
4	9.99pts	Darren Le-warne, *Hants*
4	9.99pts	Carl Hutchings, *Peterboro'*
4	9.98pts	Ramsay Melville, *Fife*

TRAP SHOOTING

1	444pts	Per Strand, *Sweden*
2	429pts	Gary Parsons, *London*
3	426pts	David Crowther, *Kent*
4	421pts	Marie Crowther, *Kent*
5	419pts	Tony Dunster, *London*
5	419pts	Kevin Holland, *Guernsey*

CHAMPIONSHIP

1	11237	Edward Smith, *Trowbridge*
2	11079	Darren Bolton, *Lincs*
3	10827	Tony Dunster, *London*
4	10807	Adam Bolton, *Lincs*
5	10782	Mark Dunster, *London*

Perfect Dark



BEST AGENT MODE TIMES

DATADYNE: DEFECTION

1	0:37	Gary Carney, *Newcastle-upon-Tyne*
1	0:37	Jan-Erik Spangberg, *Sweden*
3	0:38	Arif Mollah, *Rochdale*
4	0:39	Jonathan Steinberg, *Sweden*
4	0:39	Ben Gooch, *Tamworth*

DATADYNE: INVESTIGATION

1	1:36	Jan-Erik Spangberg, *Sweden*
2	1:37	Gary Carney, *Newcastle-upon-Tyne*
3	1:39	Anthony Ratnasothy, *Essex*
4	1:41	Damien Golding, *Watford*
4	1:41	Jonathan Steinberg, *Sweden*
4	1:41	Tony Dunster, *London*

DATADYNE: EXTRACTION

1	1:19	Gary Carney, *Newcastle-upon-Tyne*
1	1:19	Jan-Erik Spangberg, *Sweden*
3	1:27	Arif Mollah, *Rochdale*
4	1:30	Tony Dunster, *London*
4	1:30	Ben Gooch, *Tamworth*

CARRINGTON VILLA

1	1:21	Jan-Erik Spangberg, *Sweden*
2	1:25	Gary Carney, *Newcastle-upon-Tyne*
3	1:30	Tony Dunster, *London*
4	1:32	Arif Mollah, *Rochdale*
5	1:35	Griffin Leadabrand, *Australia*

CHICAGO: STEALTH

1	0:18	Gary Carney, *Newcastle-upon-Tyne*
2	0:19	Jan-Erik Spangberg, *Sweden*
2	0:19	Tony Dunster, *London*
4	0:25	David Morris, *Merseyside*
5	0:28	Arif Mollah, *Rochdale*

G5: RECONNAISSANCE

1	0:54	Gary Carney, *Newcastle-upon-Tyne*
2	0:58	Jan-Erik Spangberg, *Sweden*
3	1:06	Arif Mollah, *Rochdale*
3	1:06	Jonathan Steinberg, *Sweden*
5	1:15	Tony Dunster, *London*

AREA 51: INFILTRATION

1	1:24	Gary Carney, *Newcastle-upon-Tyne*
2	1:47	Ben Bryce, *Worthing*
3	2:00	David Byrne, *Dorset*
4	2:04	Andrew Simmonds, *Hampshire*
5	2:14	Sam Harkins, *Abingdon*

AREA 51: RESCUE

1	1:52	Jan-Erik Spangberg, *Sweden*
2	1:55	Gary Carney, *Newcastle-upon-Tyne*
3	2:47	Sam Harkins, *Abingdon*
4	2:49	Andrew Simmonds, *Hampshire*
5	2:57	Robert Woodward, *Wirral*

AREA 51: ESCAPE

1	2:41	Gary Carney, *Newcastle-upon-Tyne*
2	3:19	Andrew Simmonds, *Hampshire*
3	3:32	Sam Harkins, *Abingdon*
4	3:40	David Byrne, *Dorset*
5	3:44	Robert Woodward, *Wirral*

AIR BASE: ESPIONAGE

1	1:28	Gary Carney, *Newcastle-upon-Tyne*
2	1:31	Jan-Erik Spangberg, *Sweden*
3	1:52	Ben Gooch, *Tamworth*
4	1:57	Anthony Ratnasothy, *Essex*
5	2:01	David Byrne, *Dorset*

AIR FORCE ONE

1	1:02	Jan-Erik Spangberg, *Sweden*
2	1:03	Gary Carney, *Newcastle-upon-Tyne*
3	1:07	Robert Harrison, *Wakefield*
4	1:13	Ben Bryce, *Worthing*
4	1:13	Jonathan Steinberg, *Sweden*
4	1:13	Ben Gooch, *Tamworth*

CRASH SITE: CONFRONTATION

1	1:34	Jan-Erik Spangberg, *Sweden*
2	1:41	Gary Carney, *Newcastle-upon-Tyne*
3	2:28	Morten Tronstad, *Norway*
4	2:31	Sam Harkins, *Abingdon*
5	2:37	David Byrne, *Dorset*

PELAGIC II: EXPLORATION

1	1:09	Gary Carney, *Newcastle-upon-Tyne*
2	1:18	Jan-Erik Spangberg, *Sweden*
3	2:06	Sam Harkins, *Abingdon*
4	2:13	David Byrne, *Dorset*
5	8:16	Jonathan Mansour, *Liverpool*

DEEP SEA: NULLIFY THREAT

1	4:42	Gary Carney, *Newcastle-upon-Tyne*
2	4:51	Sam Harkins, *Abingdon*
3	5:12	David Byrne, *Dorset*
4	10:49	Jonathan Mansour, *Liverpool*
5		Send in your times – this could be you!

CARRINGTON INSTITUTE

1	1:00	Jan-Erik Spangberg, *Sweden*
2	1:01	Gary Carney, *Newcastle-upon-Tyne*
3	1:04	David Morris, *Merseyside*
4	1:26	David Byrne, *Dorset*
5	1:32	Sam Harkins, *Abingdon*

ATTACK SHIP: COVERT ASSAULT

1	2:45	Jan-Erik Spangberg, *Sweden*
2	3:22	Gary Carney, *Newcastle-upon-Tyne*
3	3:24	David Byrne, *Dorset*
4	3:38	Ben Bryce, *Worthing*
5	4:00	Sam Harkins, *Abingdon*

SKEDAR RUINS: BATTLE SHRINE

1	1:44	Gary Carney, *Newcastle-upon-Tyne*
2	1:48	Jan-Erik Spangberg, *Sweden*
3	2:53	Sam Harkins, *Abingdon*
4	3:14	Ben Bryce, *Worthing*
5	5:15	Andrew Simmonds, *Hampshire*

MR BLONDE'S REVENGE

1	1:48	Jan-Erik Spangberg, *Sweden*
2	1:50	Gary Carney, *Newcastle-upon-Tyne*
3	1:53	Matthew Li Kam Wa, *Lancashire*
4	1:57	Arif Mollah, *Lancashire*
5	2:00	Ian Calderwood, *Herts*

DK 64



RAMBI BONUS GAME

1	248	Terri Ann Johnston, *West Lothian*
2	244	Peter Barrett, *Co. Armagh*
3	238	Eoin O'Gorman, *Co. Tipperary*
4	232	Jarl Andre Eltvik, *Norway*
5	228	Ben Gooch, *Tamworth*
5	228	Joseph Jennings, *Birmingham*
5	228	Arkadiusz Gabreycki, *Poland*
8	226	Ruben Larsen, *Norway*
8	226	James Hogg, *Barnet*
10	224	Becki Harrison, *Coventry*
10	224	Lorne Tietjen, *Woking*

ENGUARDE ARENA

1	400	Sean Matthews, *Paisley*
2	365	Gavin Fuller, *Romford*
2	365	Arkadiusz Gabreycki, *Poland*
4	360	Gary Harmson, *Halifax*
5	350	Tom Craven, *Clitheroe*
6	345	Janne Kaitila, *Finland*
7	330	Lorne Tietjen, *Woking*
8	315	Scott Fitzgerald, *Dorset*
8	315	Kyan Kia, *Halifax*
10	305	Thomas Pearce, *Trowbridge*

DK ARCADE

1	221900	Ben Gooch, *Tamworth*
2	154900	Mat Isaia, *Australia*
3	127100	Griffin Leadabrand, *Australia*
4	92500	Matthew Sexton, *Bedford*
5	92400	Gary Harmson, *Halifax*
6	76000	Andrew Simmonds, *Hampshire*
7	64400	Michael Oakes, *Liverpool*
8	59600	Janne Kaitila, *Finland*
9	55100	Thomas Pearce, *Trowbridge*
10	53000	Morten Tronstad, *Norway*

JETPAC

1	999995	Andrew Simmonds, *Hampshire*
2	999990	Arkadiusz Gabreycki, *Poland*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
6	84	Tom Craven, *Lancashire*
7	83	Jenna Blackman, *Pagham*
7	83	Timothy Staines, *Iford*

GO! GO!



Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:13.262	Thomas Hower, *Denmark*
2	0:21.726	Matthew Mowlam, *Cowes*
3	0:22.086	Joel Ashby-Davis, *London*
4	0:23.912	Chris Turner, *Cheshire*
5	0:26.334	Ben Wilkins, *Australia*

MON GAZZA SPEEDWAY

1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:08.397	Matthew Love, *London*
4	0:10.385	Guy Taylor, *Peterborough*
5	0:11.184	Chris Turner, *Cheshire*

BEEDO'S WILD RIDE

1	0:45.298	Thomas Hower, *Denmark*
2	0:52.415	Jan-Erik Spangberg, *Sweden*
3	0:53.634	Matthew Mowlam, *Cowes*
4	0:53.650	Ben Wilkins, *Australia*
5	0:56.431	Anthony Ratnasothy, *Essex*

MALASTARE 100

1	0:26.720	Thomas Hower, *Denmark*
2	0:30.140	Ben Wilkins, *Australia*
3	0:31.002	Guy Taylor, *Peterborough*
4	0:31.844	James McClosky, *Co. Derry*
5	0:33.306	Tom Beasley, *Bushy*

VENGEANCE

1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*
4	1:07.810	Anthony Ratnasothy, *Essex*
5	1:07.978	Tom Beasley, *Bushy*

SCRAPPERS RUN

1	0:24.551	Thomas Hower, *Denmark*
2	0:32.955	Ben Wilkins, *Australia*
3	0:33.333	Matthew Durrant, *Bognor Regis*
4	0:34.957	James McClosky, *Co. Derry*
5	0:35.589	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM

1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:50.213	Tom Beasley, *Bushy*
4	0:51.332	Ben Wilkins, *Australia*
5	0:51.649	Jan-Erik Spangberg, *Sweden*

EXECUTIONER

1	1:09.957	Thomas Hower, *Denmark*
2	1:16.516	Jan-Erik Spangberg, *Sweden*
3	1:21.040	Ben Wilkins, *Australia*
4	1:22.029	Anthony Ratnasothy, *Essex*
5	1:23.611	Luke Oswin, *Leicester*

F-Zero X



SAND OCEAN

1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'14"690	Adam Tucker, *Great Yarmouth*
4	1'15"246	Phil Hughes, *Widnes*
5	1'15"756	David Van Moer, *Belgium*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*
4	1'30"947	David Van Moer, *Belgium*
5	1'31"999	Tony Dunster, *London*

SECTOR ALPHA

1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'22"696	Adam Tucker, *Great Yarmouth*
4	1'23"527	Phil Hughes, *Widnes*
5	1'24"497	Matthew Flitton, *Cambridge*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'19"333	Andrew Mills, *Dundee*
5	1'22"152	D. D. Ramone, *Carlisle*

FIRE FIELD

1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*
4	1'15"183	D. D. Ramone, *Carlisle*
5	1'17"414	Andrew Mills, *Dundee*

RED CANYON 2

1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*
4	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
5	1'34"935	Phil Hughes, *Widnes*

SPACE PLANT

1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*
4	2'01"163	Phil Hughes, *Widnes*
5	2'02"173	D. D. Ramone, *Carlisle*

PORT TOWN 2

1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*
4	1'52"832	Adam Tucker, *Great Yarmouth*
5	1'52"920	Phil Hughes, *Widnes*

Ridge Racer 64



RIDGE RACER NOVICE

1	0'56"780	Thomas Hower, *Denmark*
2	0'57"320	Jan-Erik Spangberg, *Sweden*
3	0'59"880	Stephen Cairns, *Edinburgh*
4	1'03"660	Matthew Sexton, *Bedford*

REVOLUTION NOVICE

1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'46"820	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE NOVICE

1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'40"660	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

REVOLUTION INTERMEDIATE

1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	4'10"760	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE INTERMEDIATE

1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	2'00"160	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RIDGE RACER EXPERT

1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'29"560	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

REVOLUTION EXPERT

1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	3'01"080	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE EXPERT

1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'55"740	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RIDGE RACER EXTREME

1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'17"800	Stephen Cairns, *Edinburgh*
3	2'28"360	Thomas Hower, *Denmark*

Pokémon Snap



REPORT TOTALS

1	290620	Andrew Simmonds, *Hampshire*
2	281330	Aidan Walters, *Doncaster*
3	275170	Nayaab Islam, *London*
4	274490	Keith Vacher, *Hampshire*
5	271190	John Sanderson, *Telford*
6	265250	Rosie Holliday, *Kent*
7	263410	Hedley Gabriel, *Essex*
8	260210	Michael Rose, *Manchester*
9	257000	Ben Richardson, *Middlesbrough*
10	256830	Jamie Ekins, *Southend-on-Sea*



Mario Golf



TOAD HIGHLANDS		
1	8'33"08	Chris Webb, *Gloucester*
2	8'34"64	John Jehan, *Jersey*
3	8'41"96	Raymond Wegman, *Holland*
4	9'18"68	Jon McIlvaney, *Washington*
5	9'33"88	Gary Carney, *Newcastle-upon-Tyne*

KOOPA PARK		
1	9'08"60	John Jehan, *Jersey*
2	9'13"48	Chris Webb, *Gloucester*
3	9'16"20	Raymond Wegman, *Holland*
4	10'32"68	Gary Carney, *Newcastle-upon-Tyne*
5	10'33"03	Martin Gore, *Dublin*

SHY GUY DESERT		
1	9'13"88	Chris Webb, *Gloucester*
2	9'25"04	John Jehan, *Jersey*
3	9'25"56	Raymond Wegman, *Holland*
4	10'47"72	Gary Carney, *Newcastle-upon-Tyne*
5	11'10"72	Karl von der Luehe, *Surrey*

YOSHI'S ISLAND		
1	9'42"12	John Jehan, *Jersey*
2	9'51"60	Chris Webb, *Gloucester*
3	9'54"68	Raymond Wegman, *Holland*
4	11'03"28	Karl von der Luehe, *Surrey*
5	11'21"72	Gary Carney, *Newcastle-upon-Tyne*

BOO VALLEY		
1	10'34"00	John Jehan, *Jersey*
2	10'39"08	Chris Webb, *Gloucester*
3	10'52"72	Raymond Wegman, *Holland*
4	11'44"36	Gary Carney, *Newcastle-upon-Tyne*
5	11'46"24	Jan-Erik Spangberg, *Sweden*

MARIO'S STAR		
1	10'08"00	John Jehan, *Jersey*
2	10'09"48	Chris Webb, *Gloucester*
3	10'18"24	Raymond Wegman, *Holland*
4	11'54"76	Thomas Grandjean, *Switzerland*
5	12'02"28	Gary Carney, *Newcastle-upon-Tyne*

Wipeout 64

UK (PAL) TIMES ONLY

KLIES BRIDGE		
1	0:13.9	Thomas Dooley, *Glasgow*
2	0:16.7	Thomas Grand, *Switzerland*
3	0:16.8	Ryan Brannan, *Co. Down*
4	0:16.9	Chris Lowe, *Tyne & Wear*
5	0:17.3	Tom Craven, *Lancashire*

QORON IV		
1	0:23.4	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
4	0:27.1	Kevin Holmes
5	0:27.5	Guy Nisbett, *London*

SOKANA		
1	0:27.6	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
4	0:29.8	Ryan Brannan, *Co. Down*
5	0:30.0	Thomas Grand, *Switzerland*

DYRONESS		
1	0:18.5	Thomas Dooley, *Glasgow*
2	0:18.5	Thomas Grand, *Switzerland*
3	0:19.6	Kevin Holmes
4	0:20.2	Ryan Brannan, *Co. Down*
5	0:20.3	Tom Craven, *Clitheroe*

MACHAON II		
1	0:27.6	Thomas Dooley, *Glasgow*
2	0:31.2	Tom Craven, *Lancashire*
3	0:32.1	Ryan Brannan, *Co. Down*
4	0:32.2	Thomas Grand, *Switzerland*
5	0:32.6	Guy Nisbett, *London*

TERAFUMOS		
1	0:23.6	Thomas Grand, *Switzerland*
2	0:24.8	Thomas Dooley, *Glasgow*
3	0:26.9	Tom Craven, *Lancashire*
4	0:27.7	Ryan Brannan, *Co. Down*
5	0:28.0	Guy Nisbett, *London*
5	0:28.0	Kevin Holmes

Smash Bros



MARIO		
1	10"05	Jan-Erik Spangberg, *Sweden*
2	11"83	Hamid Momatash, *Gateshead*
3	11"85	Ben Rumsby, *Bristol*
4	11"97	Jonathan Steinberg, *Sweden*
5	13"81	Matthew Sexton, *Bedford*

DONKEY KONG		
1	14"13	Hamid Momatash, *Gateshead*
2	14"21	Ben Rumsby, *Bristol*
3	14"37	Tom Donoughue, *Balsham*
4	14"43	Scott Fitzgerald, *Dorset*
5	14"57	Jan-Erik Spangberg, *Sweden*

YOSHI		
1	19"39	Hamid Momatash, *Gateshead*
2	19"71	Ben Rumsby, *Bristol*
3	19"83	Tom Donoughue, *Balsham*
4	20"85	Jan-Erik Spangberg, *Sweden*
5	22"90	Alexander Davies, *Llandeilo*

KIRBY		
1	18"65	Hamid Momatash, *Gateshead*
2	20"95	Ben Rumsby, *Bristol*
3	20"97	Chris Grant, *Inverness*
4	21"00	Tom Donoughue, *Balsham*
5	22"99	Jan-Erik Spangberg, *Sweden*

LINK		
1	17"63	Hamid Momatash, *Gateshead*
2	19"23	Tom Rumsby, *Bristol*
3	21"21	Rob Humphrey, *Leicester*
4	21"47	Tom Donoughue, *Balsham*
5	21"57	Tom Woodward, *Bredon*

FOX		
1	13"87	Hamid Momatash, *Gateshead*
2	13"95	Ben Rumsby, *Bristol*
3	14"05	James Wood, *Cumbria*
4	14"80	Jan-Erik Spangberg, *Sweden*
5	16"13	Laurence Imich, *Essex*

PIKACHU		
1	10"80	Hamid Momatash, *Gateshead*
2	11"01	David Marsland, *Cheshire*
3	11"47	Luke Brown, *Worcester*
4	11"97	Ben Rumsby, *Bristol*
5	12"01	Robert Harrison, *Wakefield*

BONUS 1 TOTAL TIME		
1	3'19"55	Hamid Momatash, *Gateshead*
2	3'24"50	Ben and Tom Rumsby, *Bristol*
3	3'39"60	Jan-Erik Spangberg, *Sweden*
4	4'25"44	Matthew Sexton, *Bedford*

BONUS 2 TOTAL TIME		
1	5'49"88	Hamid Momatash, *Gateshead*
2	5'56"63	Ben and Tom Rumsby, *Bristol*
3	6'35"21	Matthew Sexton, *Bedford*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

In association with 

Welcome to the Who's Who of videogaming versatility.

skill club MILLENNIUM

We've got stars directing our fate, you say? Piffle. Not unless you're talking 120 of them, that is. It's all about making your mark and taking your place in the halls of the honoured. Take Skill Club Millennium, for example. Pick up a three-pronged analogue twiddling device, get busy with it and be remembered in videogaming folklore for generations to come. Sweet!

Sounds good, no? But what do you need to do? Take a look at the page opposite, select a gaggle of tricky tasks, complete them, and send us photo or video proof. You'll need to include the form below, marking the envelope 'Skill Club Millennium'.

And what reward awaits you – apart from never-ending glory and a constant stream of adoring fans? A coveted **N64** Skill Club certificate plus a simply delish **N64** pin badge for starters. What's more, Gold-plated players will also get a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory. Make it up to Platinum, and with great pleasure we'll send you a limited-edition **N64** T-shirt, too. Just the job for subtly proclaiming your gaming talents to the world…

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64**.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' socket on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

skill club MILLENNIUM

ENTRY FORM

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

Hey folks! I'm upgrading! ☐

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98

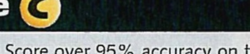


What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.



(Note: feel free to use any ship for this, including the V-Wing and Naboo Fighter.)

challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2,000 coins. Yup, 2,000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars





What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/38.

challenge F — Lylat Wars

What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II



What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64





What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.



challenge I — 1080° Snowboarding

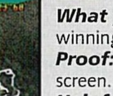




What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.



challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01'35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007



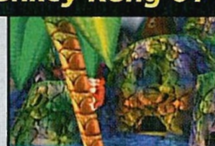
What you must do: Unlock all 23 cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge M — Pilotwings



What you must do: Score over 3,550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



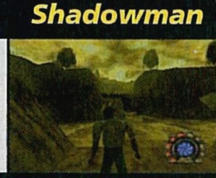
What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf



What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman



What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: there are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini



What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There are tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.



challenge S — Super Smash Bros

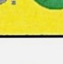


What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.





HALL OF FAME

PLATINUM Club

complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*
Gary Brawn, *Cheshire*

SILVER Club

complete 7 challenges

Jamie Chambers, *Cheshire*	*A,D,E,H,K,L,P*
Mike Richards, *Westbury*	*B,G,H,L,N,R,S*
Martin Flynn, *Kent*	*D,J,K,L,M,N,R*
Alex McIver, *Edinburgh*	*A,C,D,L,M,N,S*
Lorne Tietjen, *Woking*	*D,E,F,H,I,J,O*
Riki Taylor, *New Zealand*	*C,G,I,K,N,R,S*
Stephen Woods, *Lanarkshire*	*A,C,D,E,G,J,L*
The Alliance (c/o Richard Granville), *Bridgend*	*C,G,L,N,P,R,S*
Joseph and Jerry Murphy, *Co. Cork*	*B,G,L,N,O,R,S*
Colin White, *Derbyshire*	*G,H,J,L,N,R,S*
Scott Houston, *Co. Antrim*	*D,F,I,K,L,N,R,S*
James McDermott, *Australia*	*C,E,G,I,L,N,Q,R*

GOLD Club

complete 10 challenges

Gary Carney, *Newcastle-upon-Tyne*	*A,C,D,G,K,L,O,P,R,S*
Jonathan Bird, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Craig Silcocks, *Trowbridge*	*B,C,D,G,H,J,L,N,R,S*
Ben Wells, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Jamie Hobbs, *Thetford*	*A,D,E,J,K,M,N,P,R,S*
Chris Caufield and Sam Moorhouse, *Halifax*	*C,G,K,L,N,P,Q,R,S,T*
Jan-Erik Spangberg, *Sweden*	*A,C,E,G,H,I,L,P,R,S*
Kostas A. Mitzithras, *Greece*	*B,C,H,J,L,N,P,R,S,T*
Justin Badger, *Wolverhampton*	*B,C,D,K,L,M,N,P,R,S*
Joel Fuller, *Australia*	*C,D,E,G,H,I,K,L,N,P,R,S*
Christophe Zerathe and Thomas Grand, *Switzerland*	*C,D,I,K,L,N,P,R,S,T*
George Ransley, *Southampton*	*C,D,E,G,H,K,L,M,N,S*

BRONZE Club

complete 3 challenges or more

Stefan Charles, *Dorchester*	*L,N,S*
Ben Cook, *Shoreham-by-Sea*	*D,L,R*
Lorenz Pasch, *London*	*B,L,P*
Damien Plumb, *Cambridge*	*L,N,P*
Jonathan Walker, *West Midlands*	*K,R,S*
Christopher Simon Davies, *Walsall*	*B,H,P*
William Clifton, *Newcastle-upon-Tyne*	*L,Q,S*
Anders Tonsberg, *Norway*	*L,P,S*
Christopher Fennelly, *London*	*L,R,S*
Matthew Wilkins, *Malmesbury*	*A,G,K*
Matthew Sexton, *Bedford*	*C,P,S*
Janne Kaitila, *Finland*	*D,R,S*
James McGuigan, *Co. Armagh*	*L,P,R*
Hedley Gabriel, *Essex*	*L,N,S*
James Talbot-Hammond, *Farnham*	*C,R,S*
Chris Lowe, *Tyne & Wear*	*A,L,R*
Morten Tronstad, *Norway*	*N,R,S*
Daniel McGarrigle, *Ireland*	*L,N,R*
Thomas Beesley, *Burton-on-Trent*	*C,R,S*
James Fowler, *Staffordshire*	*N,R,S*
Alexander Davies, *Wales*	*L,R,S*
Ciarán O'Mara, *Dublin*	*C,R,S*
Adam Bull, *Leeds*	*E,P,R*
Matthew Hart, *Holland*	*C,L,S*
Simon Hynard, *Norwich*	*C,P,R*
Michael Oakes, *Nantwich*	*C,Q,R*
Stewart McIver, *Edinburgh*	*C,N,S*
Neil Coffey, *East Kilbride*	*N,P,S*
Mark Hall, *Newport*	*E,L,S*
Martyn Cook, *Ayrshire*	*C,K,S*
Karl von der Luehe, *Surrey*	*B,P,S*
John Calderon, *Lanarkshire*	*G,R,S*
Ben Wilkins, *Australia*	*C,H,L*
Martin Gore, *Dublin*	*N,P,S*
Stephen Hibbs, *London*	*L,R,S*
Ian Calderwood, *Harpenden*	*E,L,T*
Nader Kohbodi, *Anglesey*	*B,P,S*
Bobby Matthews, *Kingston-upon-Thames*	*C,L,S*
John Burke, *Bromley*	*H,N,P*
Alex Hellowell, *St Albans*	*K,L,S*
Andrew McQuillan, *Australia*	*C,N,R*
Tim Witney, *Essex*	*L,N,O*
Chris Eaves, *Newport Pagnell*	*L,S,T*
Mark Timlin, *Sunderland*	*J,K,S*
David Morris, *Merseyside*	*B,G,L*
David Coleman, *Ireland*	*E,G,S*
Stuart Barrett, *Manchester*	*C,N,P*
Nicole Thiele, *Australia*	*K,N,S*
Leigh Chambers,*Warrington*	*D,K,L*
John Gallagher, *Ayrshire*	*A,L,S*
Guy Taylor, *Peterborough*	*K,L,R*
Matthew Prior, *Norfolk*	*N,Q,R*
James Broyd, *Surrey*	*H,J,S*
Tara Tietjen, *Woking*	*F,H,I,J*
David Conroy, *Accrington*	*C,N,R,S*
Matthew Li Kam Wa, *Lancashire*	*C,F,L,S*
Ruben Larsen, *Norway*	*I,K,N,R*
Bent Eigil Sumelius, *Norway*	*A,B,C,H*
Sheldon Marsh, *Somerset*	*C,F,N,S*
Dylan Foale, *Devon*	*C,L,M,R*
Kasper Bruun, *Denmark*	*C,G,L,Q*
Turo Halinen, *Finland*	*C,D,R,S*
Chris Scott, *London*	*G,L,P,R*
Matt Swales, *Australia*	*L,P,R,S*
Luke Wilson, *Stourport-on-Severn*	*L,P,S,T*
Anthony Coombes, *Bridgwater*	*E,G,L,Q*
James O'Leary, *London*	*C,E,G,L*
Raymond Wegman, *Holland*	*P,Q,R,S*
Kimmo Kartasalo, *Finland*	*C,N,R,S*
Michael Rose, *Manchester*	*K,L,N,S*
Alicia Thompson, *Sheffield*	*A,B,C,L,O*
Chris Bartlett, *Kent*	*A,D,J,L,S*
Daniel Nolan, *London*	*K,L,P,R,S*
David Ainscough, *Australia*	*L,P,R,S,T*
Chris Richards and Michael Petch, *Doncaster*	*C,G,K,L,S*
David Furness, *Edinburgh*	*C,G,K,L,P*
Stephen Larner, *Stoke-on-Trent*	*C,N,O,Q,R*
Simon Nash, *Watford*	*L,N,P,R,S*
Peter Bottomley, *Cheshire*	*J,L,N,O,R*
Peter Barrett, *Co. Armagh*	*F,I,L,P,R*
Owen Flanders, *Suffolk*	*J,L,N,O,S*
Simon Johanssen, *Sweden*	*A,E,L,N,P,R*
Richard Jenkins, *Scotland*	*B,C,H,K,L,R*
Mark Poulter, *Warrington*	*C,H,J,L,N,S*
Andrew Simmonds, *Waterlooville*	*B,G,J,L,P,S*



Dr Kitts,
I just can't complete the third level in *The World is Not Enough*. How do you do it?
Orrie Dolman, Wednesbury



Dr Kitts strokes a hairless cat.
Orrie, Orrie. The problem is you're just not moving quickly enough. It's remarkably easy to save the hostages – simply ensure you've killed every enemy near where they are. Now make your way through the mostly linear level and keep moving. The level design can be a bit confusing here, but if you keep your eyes open the correct path should become clear.

Dr Kitts,
I'm having trouble defeating the Cyclops in *Hercules*. Can you help?
Mark Shepherd, Cardiff

Dr Kitts transforms into a whirlwind of flying fists.
One of the villagers drops a seriously handy hint for defeating him, Mark. You need to run round and strike him either from the side or from the back. That's because he's got a limited field of vision, see?

Dr Kitts,
I completed Snowhead Temple in *Majora's Mask*, then won the Goron Races. That gave me the gold dust, but I had to reset time, so I lost it. Do I have to do it all again to get the dust?
Edd Marshall, Bexhill-on-Sea



Dr Kitts holds a white puppy high above his head.
Bad news, I'm afraid. You will have to beat the boss and win the race again, then give the dust to the smithy to upgrade your sword. You can warp straight back to the boss, though. Now let that be a lesson in time management, my boy.

Dr Kitts,
Where do you find Nayru's Love in *Ocarina of Time*? Also, where do you find the Golden Scale?
Afraz Ali, Derby

Dr Kitts reminisces about the one that got away.
I don't normally answer a double dose of queries, Afraz, but seeing as it's you, I will. To get Nayru's Love, go to the desert section where the Desert Colossus is in the distance. Walk along the right-hand wall until you see two trees with a crack in the middle. Bomb that and inside is the fairy who'll give you the (rather useless) power. The Golden Scale is a reward for catching a fish that weighs over 15 pounds.

Dr Kitts,
In *Mario Golf* I've got all the characters in Get the Character mode, plus Maple and Metal Mario. How do you get the others?
Graeme Paxton, Scotland

Dr Kitts awakes from dreams of little kittens and hamburgers.
It sounds like you're after Donkey Kong and Golden Mario. Get 30 points in Ring mode to unlock the ape, while Golden Mario is yours if you highlight Metal Mario, hold Left-C and press A. For anyone out there seeking the characters Graeme has already unlocked, it runs a little something like this:
Yoshi: *beat him in Get Character mode after unlocking Luigi.*
Sonny: *beat him in Get Character mode. Luigi and Yoshi must have been unlocked.*
Wario: *beat him in Get Character mode. Luigi, Yoshi and Sonny must have been unlocked.*
Harry: *beat him in Get Character mode. Luigi, Yoshi, Sonny and Wario must have been unlocked.*
Mario: *beat him in Get Character mode. Luigi, Yoshi, Sonny, Wario and Harry must have been unlocked.*
Bowser: *beat him in Get Character mode after unlocking Luigi, Yoshi, Sonny, Wario, Harry and Mario.*
Maple: *earn 50 Birdie Badges in Tournament mode.*
Metal Mario: *earn 108 Birdie Badges in Tournament mode.*





Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send



I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

.... Postcode ....

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

We reviewed some of the games in Directory over THREE years ago. So, while they might have deserved their mark back then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now, rated out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

ASS 64

13% ★1

Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)

This panel includes handy info, like whether a game uses a Rumble, Controller or Expansion Pak.



In this game, the phone calls, emails and letters are flooding in. So, grab a brush, lift up the carpet and sweep them all underneath – that'll keep profits healthy and shareholders happy. Then, cackle with glee as the public fall into the exact same trap next time!

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

TOP TIP *If the BBC comes knocking on your door, try to cover up your disregard for thousands of livid punters. Remember, you are the weakest link. Goodbye!*

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



UK Game releases

40 WINKS

71% ★3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% ★4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% ★1 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% ★1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% ★0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% ★3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% ★4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% ★3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% ★3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% ★3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% ★2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% ★2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% ★5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATMAN OF THE FUTURE

16% ★1 — Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX

74% ★3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% ★4 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% ★3 — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% ★4 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS
76% 3 GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% 5 Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000
28% 1 Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST
91% 5 Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW




Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% 1 Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2 Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4 Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0 SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 4 Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3 Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3 Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2 Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1 Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3 Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3 GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0 Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3 Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA
24% 0 Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0 Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% 3 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% 1 Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4 Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA




A massive adventure mode and three different vehicles. Not quite as good as *MK* though.



TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 1 Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONALD DUCK QUACK ATTACK
69% 2 Ubi Soft • £40 • 1 player • controller pak • expansion pak • Issue 49 • GE

Simple platformer executed reasonably well. Er, and that's about it.

DONKEY KONG 64
93% 5 Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG



It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2 GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

WRETCHED

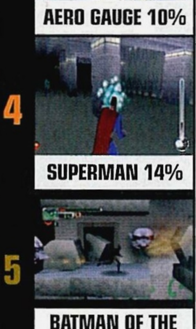
The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf…



1 CARMAGEDDON 8%

2 MK MYTHOLOGIES 9%

3 AERO GAUGE 10%



4 SUPERMAN 14%

5 BATMAN OF THE FUTURE 16%



GO! GO!

WINNER!

The Man With No Name from Peterborough (send in your name to claim your copy of Rush 2049!) has compiled five shudderingly superb Rumble Pak moments. That'll explain his shaky handwriting, then.



DUAL HEROES
50% 0 Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS
75% 3 Infogrames • £40 • 1/2 players • rumble pak • on cart • Issue 47 • MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64
85% 4 GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR
90% 4 GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D
68% 3 Virgin • £40 • 1 players • controller pak • rumble pak • Issue 35 • JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION
80% 3 Acclaim • £40 • 1-4 players • controller pak • rumble pak • expansion pak • Issue 39 • MG

Fun rasslin', rubbish licence, dull characters.

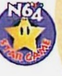
EXCITEBIKE 64
90% 5 Nintendo • £45 • 1-4 players • controller pak • rumble pak • Issue 43 • MG




Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.


TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G
87% 2 Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)
85% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP
72% 3 Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 47 • MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION
71% 1 Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP
93% 5 Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.


TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2
72% 3 Nintendo • £40 • 1/2 players • rumble pak • on cart • expansion pak • Issue 32 • JA

There's not enough new here.

FIFA 64
39% 0 EA • £25 • 1-4 players • controller pak • Issue 2 • TW

Like a rash. Only not as enjoyable.

FIFA '98
83% 2 EA • £30 • 1-4 players • controller pak • Issue 10 • TW

There's promise here. Not perfect, but better.

FIFA '99
83% 4 EA • £40 • 1-4 players • controller pak • rumble pak • Issue 26 • TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY
86% 4 Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 13 • JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.


TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE
26% 1 Crave • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON
73% 2 Interplay • £40 • 1/2 players • controller pak • rumble pak • Issue 27 • TW

Fairly enjoyable but instantly forgettable.

FORSAKEN
87% 4 Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 16 • MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X
91% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 22 • JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!
47% 1 Konami • £50 • 1/2 players • rumble pak • controller pak • Issue 22 • TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS
81% 4 Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO
22% 0 Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO
59% 1 GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER
83% 4 Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2
69% 3 Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 — Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW



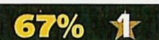

Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.


We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.

GT 64

67% 1 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.



HERCULES THE LEGENDARY JOURNEYS

66% 2 — Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 1 — Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 — Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 — Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 — Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4 — Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.

TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 — Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.

TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 4 — Konami • £30 • 1-4 players • controller pak • Issue 3 • TW





An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 — Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and, now more than ever, the finest football game in the world.


TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 — Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.


TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 — Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 45 • AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 — EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 — Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 — Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB



Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGEND OF ZELDA MAJORA'S MASK

96% 5 — Nintendo • £40 • 1 player • rumble pak • expansion pak • on cart • Issue 49 • MG




Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.

TOP TIP *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

LEGO RACERS

70% 3 — Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 — Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

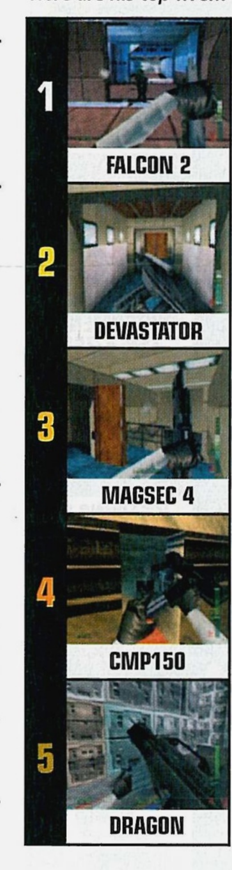
MACE: THE DARK AGE

81% 3 — GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

CLUNK-CLICK!

Spraying bullets in** Perfect Dark **makes most folk shiver with delight – but for James Thorpe of Liverpool, it's the reload animations that 'float his boat'. Here are his top five…


1. FALCON 2
2. DEVASTATOR
3. MAGSEC 4
4. CMP150
5. DRAGON



SMILE!

In honour of our recent 50th issue celebrations, Craig Wilson of Fife has put together his favourite Team 64 photo line-ups. Let the humiliation of Andrea commence!

1

SPEEDING SOFAS (N64/30)

2

MAKESHIFT INSTRUMENTS (N64/36)

3

WEAPONS O' DEATH (N64/35)

4

PD DEATHMATCH TEAM (N64/42)

5

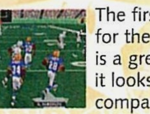
EXCITEBIKE TEAM (N64/43)



MADDEN 64

92% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT





The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK



This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 Activision • £40 • 1/2 players • rumble pak • on cart • Issue 34 • JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

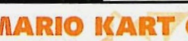
90% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64



91% 5 Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD





A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2



87% 4 Nintendo • £45 • 1-4 players • rumble pak • on cart • Issue 42 • MG




Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS

91% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • transfer pak • Issue 47 • MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!



TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000

84% 4 THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICKEY'S SPEEDWAY USA

80% 4 Rare • £40 • 1-4 players • rumble pak • on cart • Issue 50 • MG

Mario Kart clone that's short on innovation, but long on thrills.

MICRO MACHINES 64 TURBO

86% 4 Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4 Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 4 GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 1 GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 2 Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours.

MYSTICAL NINJA

90% 4 Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 1 Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 1 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4 Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME
52% 1 — GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000
69% 3 — Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99
83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000
80% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99
64% 2 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000
65% 3 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98
71% 2 — Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NBA PRO '99
52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

NFL BLITZ
87% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK




Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98
86% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99
90% 5 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000
60% 2 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

NHL '99
74% 4 — EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY
62% 2 — Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99
64% 2 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99
52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE
82% 4 — THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY
60% 1 — GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK
83% 4 — Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY
62% 2 — Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS
58% 2 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK
96% 5 — Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK




Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF
80% 4 — Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64
89% 5 — Nintendo • £20 • 1 player • on cart • Issue 1 • TW



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON SNAP
80% 4 — Nintendo • £45 • 1 player • on cart • Issue 45 • MK



Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM
90% 5 — Nintendo • £50 • 1-4 players • rumble pak • on cart • includes transfer pak • Issue 41 • MG



Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64
82% 4 — Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64
79% 3 — GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

GIGGLE!

ISS 2000's made-up player names range from the sublime to the ridiculous. Dan Mason from Dinas Powys has picked his top five – and no prizes for guessing how his fifth choice made it in...



GO! GO!

C-ART!

Forget in-game visuals – Jonathan Mace of Hampshire reckons N64 carts themselves are a treat for the eyes. Here are his five favourite slabs of rectangular plastic.


1 SPACESTATION SILICON VALLEY



2 DIDDY KONG RACING

3 BANJO-KAZOOIE

4 OCARINA OF TIME (GOLD EDITION)

5 DONKEY KONG 64 (YELLOW EDITION)

QUAKE II
90% 4 — Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG



The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX
87% 4 — Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW



Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS
80% 4 — Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR
54% 1 — GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR
22% 0 — Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK
70% 3 — Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2
73% 3 — Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE
81% 3 — Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2
90% 4 — Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG


Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT
73% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

RIDGE RACER 64
91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG



Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64
68% 3 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS
80% 4 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

ROBOTRON 64
75% 2 — GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

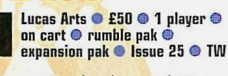
ROCKET: ROBOT ON WHEELS
88% 4 — Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB



The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON
85% 4 — Lucas Arts • £50 • 1 player • on cart • rumble pak • expansion pak • Issue 25 • TW




Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS IN PARIS
67% 3 — THQ • £40 • 1-4 players • controller pak • Issue 51 • AM

A sparse but relatively enjoyable collection of cartoony minigames for the kids.

RUGRATS TREASURE HUNT
48% 1 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA
73% 4 — GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO RUSH
82% 3 — GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

SAN FRANCISCO RUSH 2049
91% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 48 • GE



Super-fast, car-flipping futuristic racer with countless hours of exploration in it.


TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

SCARS
79% 3 — Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64
43% 2 — Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN
93% 5 — Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

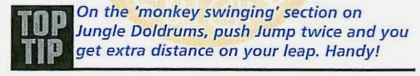
TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE
78% 3 — Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY
91% 5 — Take 2 • £50 • 1 player • on cart • Issue 22 • MK


The most original console game ever. A breathtakingly clever and supremely playable platformer.


TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!



TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK CHEF'S LUV SHACK

83% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off..

SOUTH PARK RALLY

88% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG





Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

SUPERMAN

14% 0 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 Nintendo • £50 • 1 player • on cart • Issue 1 • ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 1 Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

69% 3 Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK





At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

THE WORLD IS NOT ENOUGH

88% 4 EA/Eurocom • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 49 • MG





Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.



TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

TIGGER'S HUNNY HUNT

36% 1 Ubi Soft • £40 • 1 player • on cart • Issue 51 • GE

Another tiresome Disney-themed platformer that even youngsters will loathe. Pooh.

TOM & JERRY: FISTS OF FURRY

35% 2 Ubi Soft • £40 • 1/2 players • rumble pak • on cart • Issue 49 • GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE

55% 2 Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 4 Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK



Very playable skateboard sim with the emphasis on tremendous stuntwork.

TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 3 Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD





Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.* *• Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB





Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen team for as long as you can to get the best possible upgrades.*

MASKS!

Master of disguise Stephen Wilson of Wokingham asked if we could include his favourite five masks from Zelda: Majora's Mask. As long as you 'mask' nicely, Stephen. Ha!

1. GORON MASK
2. BLAST MASK
3. BUNNY HOOD
4. BREMEN MASK
5. DEKU MASK

GO! GO!

Club 64 DIRECTORY readers' top five

Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. The more creative and entertaining, the better!

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

My top five..
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name..

Address..

Postcode..

Game wanted..

AHHH!

With this issue arriving in the shops just after Valentine's Day, what better time to include the top five N64 couples, courtesy of Jamie Cartwright from Erlestoke. Ain't love grand?



1 MARIO AND PEACH

2 JONATHAN AND JO DARK

3 FALCO AND CAT

4 TUROK AND ADON

5 LINK AND MALON

TOY STORY 2

71% 3 Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

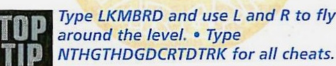
Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 Acclaim • £30 • 1 player • controller pak • Issue 1 • TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 5 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW



A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 3 Acclaim • £50 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG





The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN





Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Like the age-old *Tetris*, with water and mountains.

WIPEOUT 64

88% 5 Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW





The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Airbraking on gentle bends can flip you: save it for the tightest turns.*

WORLD CUP '98

73% 2 EA • £40 • 1/4 players • controller pak • Issue 16 • JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 Midway/Boss • £40 • 1/2 players • rumble pak • controller pak • Issue 32 • JB



It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See **N64**/34 for more.*

WORMS ARMAGEDDON

85% 4 Infogrames • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MK





A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 32 • MG





The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

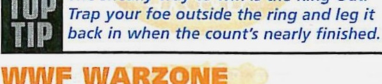
WWF NO MERCY

92% 5 THQ • £40 • 1-4 players • rumble pak • controller pak • transfer pak • Issue 49 • AM





A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.



TOP TIP *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

WWF WARZONE

85% 4 Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

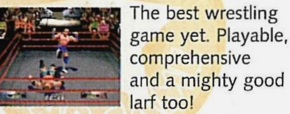


A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biog, push down on the analogue to select other outfits.*

WWF WRESTLEMANIA 2000

90% 5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH

The best wrestling game yet. Playable, comprehensive and a mighty good larf too!


TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

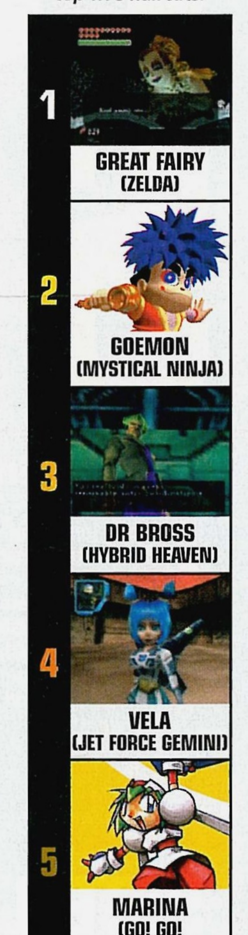

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83%	3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52%	3
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CRUIS'N EXOTICA	Midway ● 1 player ● Issue 50 ● GE	43%	2
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Int. ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
HEY YOU, PIKACHU!	Nintendo ● 1 player ● Issue 50 ● GE	56%	2
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1
KIRATTO KAIKETSU	Imagineer ● 1-4 players ● Issue 25 ● TW	60%	2
LAST LEGION UX	Hudson ● 1/2 players ● Issue 32 ● MK	60%	3
LEGEND OF THE RIVER KING	Natsume ● 1 player ● Issue 26 ● JB	56%	3
LET'S SMASH	Hudson ● 1-4 players ● Issue 23 ● TW	67%	3
MAH JONG 64	Koei ● 1-4 players ● Issue 3 ● JD	65%	1
MAH JONG MASTER	Konami ● 1-4 players ● Issue 1 ● WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo ● 1-4 players ● Issue 18 ● MK	74%	4
MARIO STORY	Nintendo ● 1 player ● Issue 47 ● AM	85%	4
MIDWAY'S GREATEST ARCADE HITS	Midway ● 1/2 players ● Issue 50 ● MG	71%	3
MS PAC-MAN MAZE MADNESS	Namco ● 1-4 players ● Issue 48 ● MG	72%	3
NAMCO MUSEUM	Namco ● 1/2 players ● Issue 44 ● MG	70%	3
NBA COURTSIDE 2	Nintendo ● 1-4 players ● Issue 44 ● MK	87%	4
NEON GENESIS EVANGELION	Bandai ● 1 player ● Issue 35 ● JB	61%	3
NFL BLITZ 2001	Midway ● 1-4 players ● Issue 51 ● AM	78%	4
NIGHTMARE CREATURES	Activision ● 1 player ● Issue 25 ● MK	57%	1
OGRE BATTLE 64	Atlus ● 1 player ● Issue 50 ● MK	87%	4
PACHINKO WORLD 64	Hewia ● 1 player ● Issue 13 ● TW	12%	1
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POKÉMON PUZZLE LEAGUE	Nintendo ● 1/2 players ● Issue 48 ● MG	89%	4
POKÉMON STADIUM 2	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POWER LEAGUE 64	Hudson ● 1/2 players ● Issue 7 ● JA	42%	0
POWER PRO BASEBALL 4	Konami ● 1/2 players ● Issue 3 ● TW	54%	2
POWER PRO BASEBALL 5	Konami ● 1/2 players ● Issue 17 ● MK	78%	3
PUYO PUYO SUN 64	Compile ● 1/2 players ● Issue 10 ● ZN	80%	3
RALLY CHALLENGE 2000	Southpeak ● 1/2 players ● Issue 45 ● MG	61%	3
READY 2 RUMBLE ROUND 2	Midway ● 1/2 players ● Issue 50 ● AM	76%	3
SCOOBY DOO CLASSIC CREEP CAPERS	THQ ● 1 player ● Issue 51 ● MG	23%	1
SIM CITY 2000	Imagineer ● 1 player ● Issue 13 ● JP	83%	3
SIN AND PUNISHMENT	Nintendo ● 1/2 players ● Issue 51 ● MG	89%	5
SNOWBOARD KIDS 2	Atlus ● 1-4 players ● Issue 28 ● JA	80%	4
SNOW SPEEDER	Imagineer ● 1/2 players ● Issue 26 ● JA	71%	3
SPACE INVADERS	Activision ● 1 player ● Issue 44 ● MG	73%	3
SPIDER-MAN	Activision ● 1 player ● Issue 51 ● AM	78%	4
STARCRAFT 64	Nintendo ● 1/2 players ● Issue 45 ● MG	78%	3
STAR SOLDIER	Hudson ● 1 player ● Issue 19 ● MK	62%	1
SUPER BOWLING	Athena ● 1-4 players ● Issue 30 ● MG	72%	4
SUPER ROBOT SPIRITS	Banpresto ● 1/2 players ● Issue 20 ● MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami ● 1-4 players ● Issue 15 ● TW	78%	4
TAMAGOTCHI WORLD 64	Bandai ● 1-4 players ● Issue 12 ● JN	79%	4
TETRIS 64	Seta ● 1-4 players ● Issue 26 ● JA	42%	1
TOKON ROAD	Hudson ● 1-4 players ● Issue 12 ● DM	49%	1
TOP GEAR HYPERBIKE	Kemco ● 1/2 players ● Issue 44 ● MK	64%	3
TRIPLE PLAY 2000	EA ● 1-4 players ● Issue 29 ● MG	50%	2
TRUMP WORLD	Bottom Up ● 1-4 players ● Issue 21 ● MG	21%	1
VIRTUAL CHESS	Titus ● 1/2 players ● Issue 18 ● TW	76%	3
WCW NITRO	THQ ● 1-4 players ● Issue 27 ● JP	42%	1
WHEEL OF FORTUNE	Gametek ● 1-3 players ● Issue 11 ● TW	17%	0
WONDER PROJECT J2	Enix ● 1 player ● Issue 1 ● WO	55%	2

HAIR!

After a life-destroying incident at the barber's recently, Mark's in desperate need of hairstyle advice. Valentÿn Krätke from Amsterdam is on hand with the N64's top five haircuts.



LOST IN SPACE

By Mark Green

The Nintendo classics the UK may never see.

Japan gets to play Nintendo games well before the West. That's the rule. But, as you'll discover in this month's Retroworld (page 12), there's one rather major exception. *Super Mario Bros 2* was originally a non-Mario game, which Nintendo redesigned and repackaged as the sequel to the original *SMB* – but only for the US and Europe.

Now, *Super Mario Bros 2* is about to enjoy a renaissance on Game Boy Advance – which makes it the perfect time to reveal the biggest twist in the game's tale. In 1995, as if to balance things out, Nintendo released a Japan-only version of *SMB2*. Not so odd, you may think – but that special edition of *Super Mario 2* was just one of almost 50 updated and rejigged Nintendo classics that, to this day, have *never* been seen in the UK or US.

Why? It was all to do with toy company Bandai, a chunky cream box called the Satellaview, and – believe it or not – a whopping great satellite sitting high above the Earth. Read on for the full, fascinating details on those lost classics...

SATELLA-WHAT?

In 1991, the Japanese Satellite Digital Audio Broadcasting Company – also known by the bizarre moniker 'St GIGA' – launched a satellite called BS-4 into space. At first, that satellite simply broadcast radio programmes into Japanese homes. But from 1995 until 1998, it also beamed something much more exciting down to Earth – actual SNES games. The Bandai Satellaview was the device you needed to play them – a hefty box which picked up and stored BS-4's signals on special cartridges called 'BS-X Broadcast Cassettes'. From 7pm 'til 9pm daily, gamers in Japan were able to download new SNES titles – including the rejigged classics revealed in these pages – as well as demos, hints, tips and charts.



It's the Satellaview itself! Rather 64DD-like, don't you think?

BS SUPER MARIO BROS USA



Stick with us here: this Satellaview game was a variation on the updated version of the US *Super Mario Bros 2* featured on the Japanese *Super Mario Collection* SNES cart. Every week, a new level became available for download – and, bizarrely, each was designed to be played in time with a radio soundtrack, broadcast by St GIGA itself.

TIMING'S EVERYTHING

Thanks to a built-in clock, Satellaview was able to trigger special events in sync with dramatic turns during St GIGA's Mario-based radio programme. Like this...

Characters

SMB2 allowed *you* to choose between Mario, Luigi, Peach and Toad. But in the BS version, control suddenly switched at pre-specified times, forcing you to quickly adapt to a new set of individual abilities.



Items

The most common timed event in *BS SMB*: helpful objects like invincibility stars and 'POW' smart bombs unexpectedly popping into view. If you weren't in an area where they proved useful, too bad.



Enemies

Enemies were mostly defeated by bashing them with vegetables, à la the original. But occasionally a timed event would wipe out a screenful of baddies – or turn them all into ticking timebombs. Crafty.



Random

Invariably, the best of the game's clock-based special events were the ones with the most surprising effects – the entire level being plunged into darkness, for example, or a sudden attack by a fireball-flinging Tryclyde.

TALK TALK



△ *Faces in the top-right were always bad guys...*

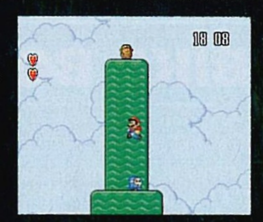
No-one outside of Japan's ever heard the radio soundtrack to *BS SMB*, but the game's drenched in clues as to what the audio might have contained. From time to time, a character's face would pop up on-screen and wiggle their mouth as though speaking – so it's not hard to work out that you'd probably have heard their voice on your radio set at that very moment. We've no idea what the likes of Luigi, Peach, Birdo and Mouser were actually gossiping about, and we're also mystified by the appearance of a never-before-seen character. Wearing shades and a pointy 'tache, this chap hasn't cropped up in any Ninty game before or since. Curious.



...while those on the left were Mario's friends. ▷

POINTED

Because scores were totted up at the end of *BS Super Mario* to compare against other Satellaview owners', some fairly major changes were made to *SMB2* to help players rack up the points. The most welcome was the appearance of three extraordinarily well-hidden 'Mario Statues', along with a longer, three-minute version of the original game's fruit machine. The three levels within each *BS Super Mario* instalment could be revisited as often as you liked, but after 50 minutes, the game would lock up for good. Although not before a bizarre credits screen, complete with the faces of the radio voice artists...



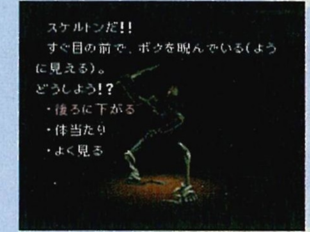
△ *Some statues weren't that well hidden...*

SPACE ODDITIES

More lost Nintendo sequels and prequels, courtesy of the Satellaview. Could some be revisited for GBA...?

Radical Dreamers

Consisting almost solely of text, this was a sequel to the Square RPG *Chrono Trigger*, and a prequel to the PlayStation's *Chrono Cross*.



Dr Mario

An updated 1997 version of Nintendo's variation on *Tetris*, with Mario battling to destroy viruses. Soon to be released on N64 (see p9).



Wario's Woods

Released late in the Satellaview's life, this was a follow-up to an awful NES puzzler. Despite the name, it mostly featured little Toad.



Dragon Quest

In Japan, Enix's *Dragon Quest* series was – and is – even bigger than *Final Fantasy*. The BS release polished up the original NES version.



Albert Oddysey

An attractive and moody RPG adventure from Sunsoft, involving a mysterious wizard fellow and a hero with a typically floppy fringe.



BS THE LEGEND OF ZELDA

This graphically improved and slightly altered version of the first NES *Zelda* was unique to the Satellaview. New dungeons and objectives were downloadable every Sunday night – but a timer cruelly limited you to just 60 minutes of play each week. Again, St GIGA broadcast a radio soundtrack for the game, mostly offering hints and clues that would sound out in time with 'Listen Carefully!' messages on-screen.



WHERE'S LINK?

Disturbingly, *BS Zelda* didn't feature our favourite green-hooded dwarf. Instead, the Satellaview mascot – a nondescript kid wearing a baseball cap – got the chance to explore Hyrule's dungeons and battle its monsters. In fact, Satellaview Boy was just the default – *BS Zelda* allowed you to choose your character's gender as well as their name, so female gamers could assume control of a lady adventurer.



△ *Princess Zelda rescued by a lady – very PC.*

GANON AND ON AND ON

BS Zelda **wasn't the last the Satellaview saw of Hyrule.**

BS ZELDA 3

Another visual reworking, this time of the third *Zelda* game on the NES, but subtitled 'Ancient Stone Tablet' because the original title's collectible crystals were replaced with golden rocks. Once again, nobody's favourite becapped kid was the star.



BS ZELDA 4

A remake of the SNES's own *Zelda: Link's Awakening*, and the only Satellaview *Zelda* that was indistinguishable from the original. The map, dungeons and weapons were totally unchanged – and, thankfully, even Link survived in his original form.

BS MARIO EXCITEBIKE

Yep, it's NES classic *Excitebike*, updated with lovingly-crafted versions of Mario, Luigi and buddies. The gameplay was identical – avoid puddles, turbo towards ramps, leap for the sky – but coins to collect and an audience filled with Shy Guys and Piranha Plants made for comfortingly *Mario*-esque play. Record times could be compared with the rest of Japan via the Satellaview itself.

BIKE BONUS

What Nintendo game's complete without bonus minigames?

Long Jump

Exactly as its name suggested. Players had to rev for their life to get the bike up to maximum speed, then leap off the top of a giant ramp. The distance only counted if they landed on two wheels, mind.

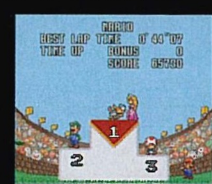


Boo Jump

The exploits of Evel Knievel and Eddie Kidd carried over to Mario's multi-coloured world. There are no buses in Shigsy's universe, though, so giggling Big Boos were drafted in to take their place.

PEACHY

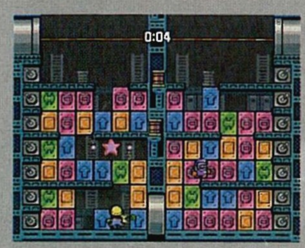
Incentives for rolling across the finish line in first place didn't get much better than a kiss from the fragrant Princess Peach herself. Post-snog, the animation on the winning racer was top-notch – Luigi, predictably, blushed all over, while the little Koopa would roll onto the floor in sheer pleasure. Bless.



△ *Peach hasn't changed her dress for years.*

Wreckin' Crew '98

An obscure NES platformer from 1985, polished up with puzzling overtones for the 1990s. A full version of the original was included.



Yoshi no Panepon

Before it arrived in the US as *Tetris Attack*, this brilliant puzzler – the basis for *Pokémon Puzzle League* – debuted on Satellaview.



Golf Out

A fantastically cute golf game, starring wooden players and – get this! – a couple of simply adorable cats. What the Satellaview was made for.



Cu on Pa

A SNES interpretation of the notorious *Endorfun*, which transmitted subliminal messages that tricked players into having fun. (Not a joke.)



Super Famicom Wars

Effectively the precursor of modern strategy games. Build armies, attack rivals, and laugh heartily as conquests pile up.



BS F-ZERO



Simply SNES *F-Zero* with all the original tracks and vehicles ripped out and a short new championship put in their place. The new courses were strictly for experts only – especially as the four never-before-seen craft, with alluring names like Blue Thunder and Fire Scorpion, were so horrifically fast.

THE TRACKS

BS F-Zero's circuits could offer a hint as to the shape of the upcoming GBA *F-Zero*.



MUTE CITY 4

This circular course's wide track was easily negotiable – until you hit the horrific high-speed triple jump shortcut halfway round…



BIG BLUE 2

A perilously thin raceway featuring 90° turns and some frightening mini-jumps made this easily as scary as *F-Zero X*'s own *Big Blue*.

SAND STORM 1



The ridiculously tight S-bend on this course had to be seen to be believed – as did the mine-filled alleyway near the finish.

SILENCE 2

More mines – this time in pairs – and a halfway point where the single lane split in two. Miss the turn and you'd pile straight into a wall.

SAND STORM 2

Another batch of terrifying S-bends, a boost just when you didn't need it, and a wide straight with a long hull-tearing strip down the middle.

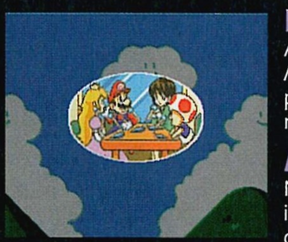


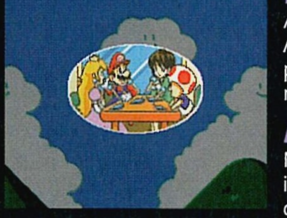
BS MARIO BROS 3

A truncated version of the SNES *Super Mario Collection* cart, serving as a demo to get gamers interested in buying the real thing. As usual, a few changes were made to reflect the time-limited nature of Satellaview titles, and there was a soundtrack of game dialogue broadcast on St GIGA's radio frequency. All in all, just as much fun as it was the first time around.

MODIFIED MARIO

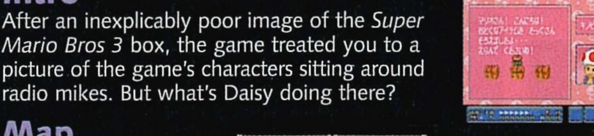
The main differences between *BS Mario 3* and the original.





Intro

After an inexplicably poor image of the *Super Mario Bros 3* box, the game treated you to a picture of the game's characters sitting around radio mikes. But what's Daisy doing there?



Map



No levels were locked in *BS Mario* – you could revisit each instalment's stages as often as you liked. However, the route to the boss stage *was* barred until 50 minutes had passed.

Events

Although Toad's Mushroom House existed in the original *SMB3*, it was never as poorly decorated as this. Some simple text and three badly-drawn treasure chests were all that you'd find there.



Puzzle

Once you'd defeated the boss in the final level, you were free to play *SMB3*'s famous 'mix-and-match' item game until the credits arrived. Not the most exciting way to fill the time, though.

Dynami Tracer!

An utterly outlandish RPG from *Final Fantasy* creators Square, which seemed to involve racing between planets and chatting up locals.



Kirby Bako Baseball

Disappointingly primitive top-down interpretation of Japan's favourite sport, starring the ever-popular cuddly pink blob.



Paneru De Pon '98

Yes, it's another Satellaview version of *Tetris Attack*. But look! Yoshi's been replaced by a crazed girl and her googly-eyed bird friends.



Treasure Conflix

Another Squaresoft oddity, featuring airships, ancient treasure and a dog. Sadly, nowhere near up to Square's usual standard of RPGs.



Arkanoid – Doh It Again

Laughably late version of a creaky coin-op, itself based on aged classic *Pong*. Nice animated backgrounds, mind.





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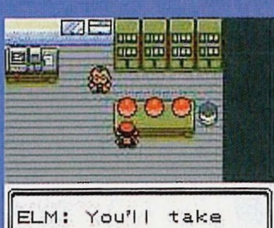


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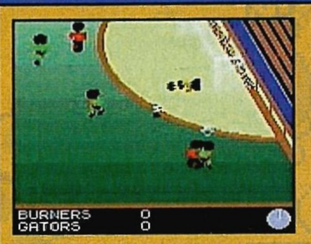
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TIPPED!
HELLO KITTY
MR DRILLER

Aveil's Love Hearts

Hi, lovebirds! With spring fast approaching, everyone's thoughts are turning to romance. But it's fair to say that some of us need a little help finding true love, eh? Which is why I, an internationally renowned symbol of beauty and bliss, have been gracious enough to assist you pathetic specimens. Pair up and live out your mediocre lives in miserable marriages, giving birth to ugly babies. Let the matchmaking commence! Er... ar har, me hearties!

GINGER-HEADED Prince of Evil WLTM young, pointy-eared princess for fun, romance, ultimate evil power. Box 010.

WALUIGI NUMBER ONE! That's-a me! You're an active, ambitious go-getter with her eye on the ball. Silly walk not a problem. Box 439.

TALENTED banjo-player and games designer seeks successful next-generation performer of even proportions. Previous applicants need not apply. Box 128.

STICK-WIELDING STUNNA seeks dashing head of Nintendo branch. Box N64.

RI RAM ra rog reeking a special rady rith Ruppy Rower ror rooky radventures. Reech rimpediment ressential. Box 000.

UNDER-ACHIEVING superhero seeks Lois Lane to 'solve my maze' in a variety of foggy environments. Box 014.

LISTEN you b%@*@!! Generously-proportioned kart racer with colourful vocabulary seeks friendship. You will respect my authoritah! Kyle's mom need not apply. Box 088.

I AM TUROK! You are impressed by powerful weaponry. Older applicants likely to be hunted to extinction. Box 238.

CARING, HELPFUL gaming doctor (fully accredited) seeks patient to ease his evil illness. Must enjoy torture. Box 138.

WHAT YOU WANT, baby I got it. Blues musician fresh out of jail seeks badly-designed adventure with numerous pointless features. Box 528.

PLIABLE, VERSATILE blob of fun-loving bubblegum seeks UK release. Everyone else wants me, why don't you? Box 999.

CH-CH-CHRRR! Flying tennis supremo with spooky eyes WLTM outgoing, bubbly lady for doubles matches. Being dead not a problem. Box 150.

DEPUTY EDITOR seeks the ugly one from S Club 7. Please don't ignore me! I love you! Box 576.

HEY! LISTEN! Diminutive fairy girl is Z-locking for a heroic pre-teen boy good with catapults. Contact quickly, within next three days. Box 180.

IT'S A-ME! Slim, trim Italian plumber, more athletic than I look, WLTM anyone who doesn't find moustaches repulsive. Box 123.

DON'T EAT IT! Foul-mouthed Welshman seeks yellow electric rodent for LTR. I hope we can understand each other. Box 347.

CAPED CRUSADER seeks two-dimensional lady for dinner, theatre, rescuing etc. I am fantastically rich, but cannot maintain relationships for longer than an hour. Box 729.

SPIKY blue hair, outlandish garb. That's me. You are a chubby little fella. Together we'll make a comedy ninja duo, visiting the opera and watching huge robots fight it out. Box 239.

RACCOON City cop, interested in botany and with a penchant for danger, seeks a love that will not die. Mutant spiders need not apply. Box 321.

UNDEAD cursed gent, solvent, seeks voodoo lady for spicy fun on a regular basis. Activities include giving cadeaux and pursuing undead serial killers. Box 676.

I LIKE CARS. So do you. I also like Depeche Mode and gurning like a buffoon in photos. You enjoy art and can make a decent cup of tea. Box JUD.

GOOD LOOKING head of secret international agency seeks young female for companionship and infiltrating corporate headquarters. I am an older gent but dress very well. Genuine Scottish accent! Box 121.

How to do it...

Fancy meeting a new friend, or maybe finding the love of *your* so-called life? It's dead simple!



Scribble your plea in barely legible crayon, employing indecipherable jargon and thinly-veiled sinister motives. Remember to attach a stamp (cretins...) and send it to me. Now.

ABBREVIATIONS: WLTM – Would like to meet **LTR** – Long-term relationship **WWF** – Wrestling with fatties **Mature** – Extremely wrinkly **Discreet** – Bribable



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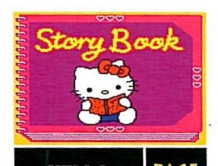
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